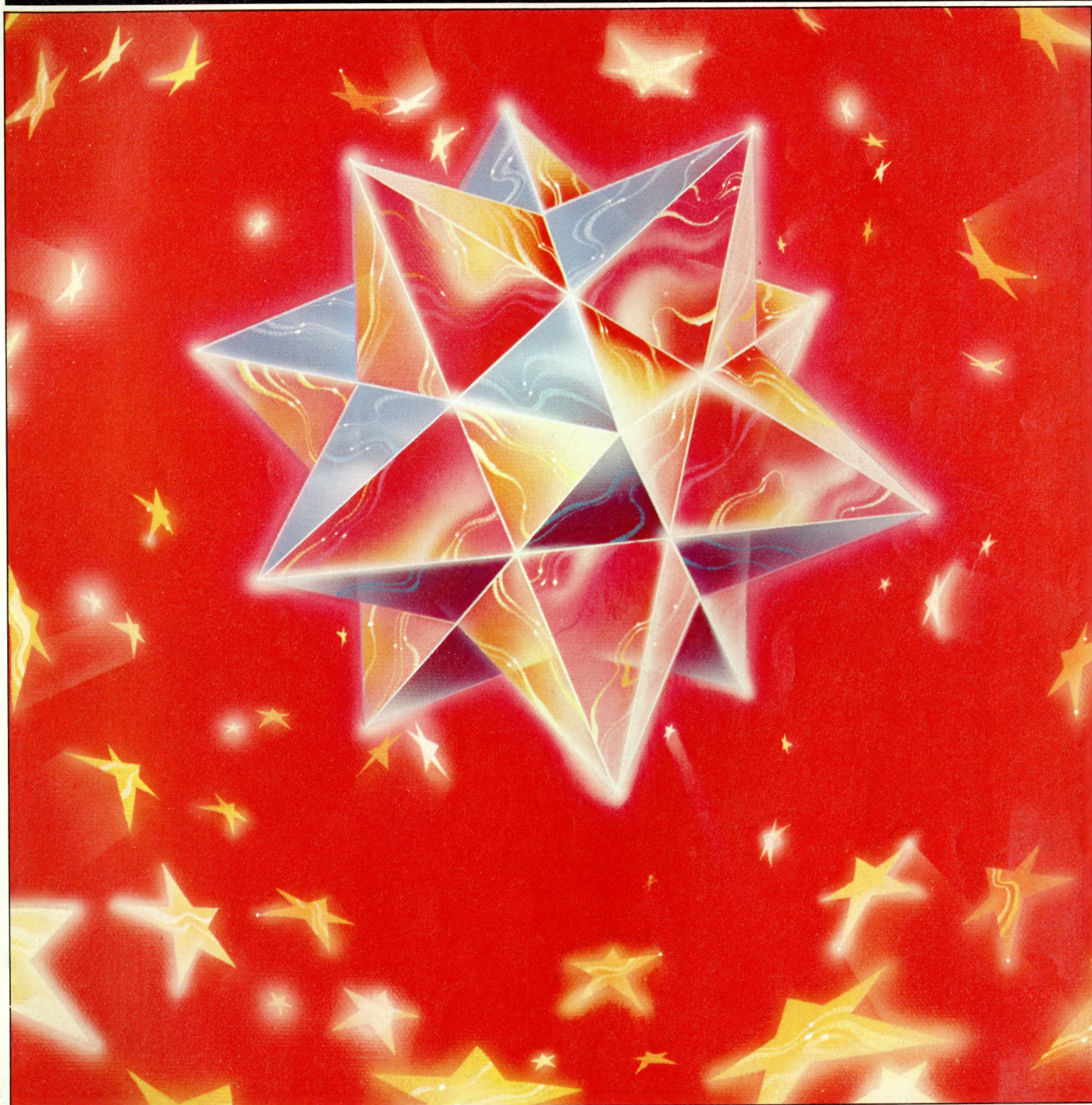


GAMES

November/December 1979

PUZZLES • GAMES • TESTS • CONTESTS • FEATURES

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A How-Many-Sided Star?

Answer, page 112.

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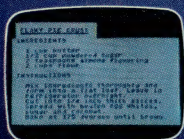
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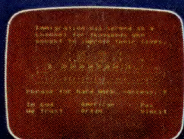
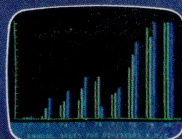
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COVER: Illustration by Wayne McLoughlin.

Editor's Message



How Many Facets?

As Dizzy Dean might have said it, "this is the third straight consecutive issue in a row" to surpass the size of the previous issue. Yes, we're growing, but a growing *Games* isn't simply more of the same in a bigger package. As we expand in size, we are also trying constantly to broaden our horizons—and sharpen our focus—to take in more and more facets of the world of Play.

This issue, for example, features an article on the high rollers at the recent World Backgammon Championship in Monte Carlo. Topflight backgammon is a glittering spectacle of fast action, glamour, the luck of the dice, hard-earned skill, and big money. We asked Roger Dionne, who was up to his neck in the action, to try to capture it all for you, and he came through in more ways than one, winning not a few bucks there himself.

For sheer playful flair, one event at Monte Carlo, quite incidental to the tournament, deserves to be recorded here. In the course of the auction dinner, which Roger describes on page 13, I casually offered a business card to one of my dinner companions and invited him to look me up on his next trip to New York. He fumbled in vain through the pockets of his tuxedo for a card of his own, then shrugged his shoulders apologetically . . . and presented me with a blank check instead.

In a similarly plucky spirit, you'll find a new department in this issue which we call Great Moments in Ingenuity. We won't say more about it here because its success depends on surprise, as you'll see when you get to page 74. But we'd be interested to hear your reactions to this new offering and to receive your nominations for future Great Moments.

Still another new departure for us is our Crystal Ball contest on page 35, in which you are invited to predict the great and preposterous events of the coming year. It won't do to simply pick the Super Bowl winner or guess the price of a gallon of gas. It's *inspired* prophecy we're after, as you'll see.

And finally, in totally superfluous tribute to the 50th anniversary of the crash of '29, we present television's Bob Barker in a new kind of game: it's called "The Price Is Right" as you might have played it back in the days when the price really was right (page 29).

If all these new developments leave you wondering whether we're going off the deep end, be assured that we *are*. But rest easy, because you'll still be seeing plenty of your old favorites: a new and vastly more complicated Calculatrivia Marathon revealing Wayne Schmittberger in all his depravity (page 18), a second annual Postmaster's Nightmare culled from the depths of Ira Zweifach's oddball stamp collection (page 84), the best of reader-submitted Eyeball Benders (page 98), a long-awaited Ken Robbins Photocrime (page 26), and the most stunning feat of crossword construction we've ever seen . . . anywhere (page 48). We've also included a collection of holiday party games expressly for those of you who hate party games (page 22).

But if you get the feeling we like what we're doing, you're absolutely right. We had a great time putting all this together, and we hope it shines through bright and clear.

Michael Donner
Michael Donner

GAMES

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great and the famous, we've
starred for almost 100 years.

How rare.



LETTERS

Private Games Go Public

I had to laugh when I read "Private Games" (Editor's Message, July/August)—I've been playing them all my life, and it's nice to know I have company. Two of my favorites are counting syllables in a sentence I've just heard, and speaking in initials (a common household expression like "Pass The Salt" is P.T.S. at our table). Finally, a few years ago I played a game in which my left hand had to do what my right hand did (I am right-handed). Suffice it to say, it did not leave me ambidextrous.

Patti Duncan
Winnipeg, Canada

I'd like to enter this in the Farthest Traveled Letter category of "Private Games."

While walking, hiking, jogging, etc., estimate the number of paces to some object ahead, which lies on or near your path. Count the actual number of paces and make a mental note of the error and whether it is long (+) or short (-). (Pencil and paper are permissible.) Continue the game, keeping cumulative totals of both the positive and the negative errors. Does the absolute value of each successive error tend to decrease? That is, does your eye improve? As your ability to estimate distances improves, you can increase the challenge by choosing more remote objects.

John A. Herbolsheimer
Papeete, Tahiti

Another entry for the Farthest Traveled Letter, and a Private Game for the kitchen. Peeling apples and pears for canning gets very boring very quickly. To keep the dulls away, I: see how few strokes of the peeler it takes to peel each fruit; see how long a peeling I can get; peel an apple around the poles, thus making a double keyhole formed by the blossom and stem end indentation; and finally, I form letters by peeling.

All of these take more time than just plain peeling, but they're certainly more fun!

Nan Herbolsheimer
Papeete, Tahiti

Look for more *Private Games* in future issues of *Wild Cards*.—Ed.

An Open Challenge

If Scot Morris (Letters, September/October) is still in search of the longest name chain, might I offer the following: Hal David Wayne King William Ellery Queen Anne Frank Buck Henry Aaron Burr Tillstrom. This is an open challenge, and I hope I'm beaten: I'd love to see a longer list.

Henry Hook
East Rutherford, NJ

Wacky Wordies

Loved "Wacky Wordies" (Pencilwise, July/August)! I'm still working on a couple of them, but each time I look through the issue I solve another of the toughies. Here are two that I made up for you to puzzle over.

JANOB

35-27
123-102
9-6
14-12
1972

Dennis Wade
San Francisco, CA

Here are some "Wacky Wordies" that I've created over the past four years. Your magazine has provided many hours of enjoyment, and I hope these puzzles reciprocate the favor.

X X X X
X DEC. 31 X
X X X X

JUS 144 TICE

Mike Martinek
Grand Island, NY

Answer Drawer, page 103

Yet Another Lewis Carroll

I found "Curiouser and Curiouser" ("The Games and Puzzles of Lewis Carroll," July/August) very interesting. The author mentions the "two selves" of Charles Dodgson, that of the writer Lewis Carroll and that of the Oxford mathematician who so bored his students that he drove them from his classroom.

While Dodgson was no doubt both of these, he would probably prefer to be remembered in the role of his third "self": that of one of the finest mathematical logicians of the late nineteenth century. His contributions to logic include several paradoxes that caused his contemporaries to examine more closely the rules of symbolic logic. Dodgson's "Barbershop Paradox," first published in the journal *Mind* in 1894, is a classic example of his work in this field. For a description of the paradox, readers should see "Lewis Carroll's Lost Book on Logic" by W.W. Bartley III (*Scientific American*, July 1972).

Robert Megginson
Bement, IL

Tardy Thoughts

In "Late for Work," (Pencilwise, September/October) your answer states that John took a shower *before* grabbing a towel. I don't know about you, but if I took a shower before grabbing a towel, I'd end up wandering down the hall dripping wet in search of a fresh towel.

Sandra Froats
Lyndhurst, NJ

One-of-a-Kind Pangram

I haven't noticed any pangrams in *Games* lately. Here's one I've come up with that uses only fairly common English words and construction: xv bc fjord wheelk quiz gyps t-man.

Ray Smith
Daytona Beach, FL

This pangram (remarkable because it uses all the letters of the alphabet once and only once) actually does make sense—sort of. For a translation, see Answer Drawer, page 103.

—Ed.

The Two-Tone Telephone Touch

Here's another melody to add to your Touch-Tone repertoire ("Telephone Tunes," July/August). The sequence below will give you a good rendition of "Mary Had A Little Lamb." The trick to getting good tones is to depress two buttons at the same time (which will also prevent you from dialing out). Therefore, in the list below, (7-8) indicates that you should press the 7 and 8 buttons simultaneously. Also, notes that are underlined should be held a little longer.

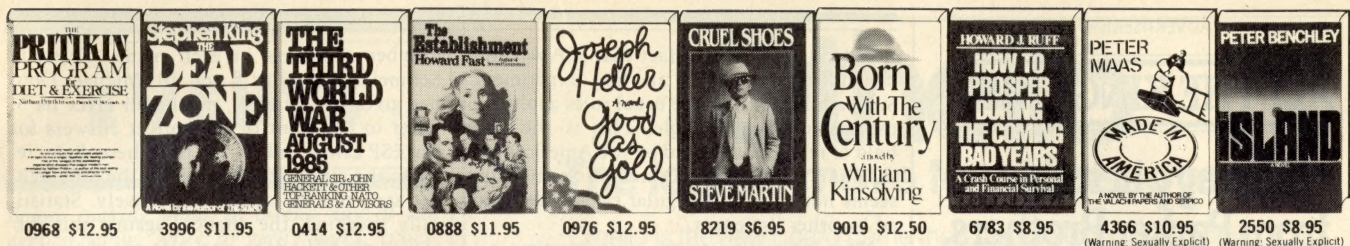
(7-8) (4-5) (1-2) (4-5) (7-8) (7-8) (7-8)
(4-5) (4-5) (4-5)
(7-8) (7-8) (7-8)
(7-8) (4-5) (1-2) (4-5) (7-8) (7-8) (7-8)
(7-8) (4-5) (4-5) (7-8) (4-5) (1-2)

And for a finale, try this:

(1-2) (4-5) (7-8) (4-5) (7-8) (1-2) (9-#)
Robert Holley
East Quogue, NY

Science or Satire?

Some readers may have thought that Dr. Gertrude Schmeidler was serious in her article "Was it Luck? or ESP?" (July/August). It was luck—bad luck. Here we have an interesting test of mass ESP ability in which 79 persons of the 4,543 respondents would be expected to get 10 or more of the 25 symbols right just by guesswork. Only 75 were in that class. But that kind of result, far from dampening the enthusiasm of the parapsychologists, only offers further challenge to their ingenuity in ra-



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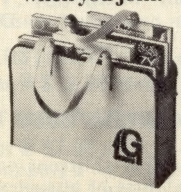
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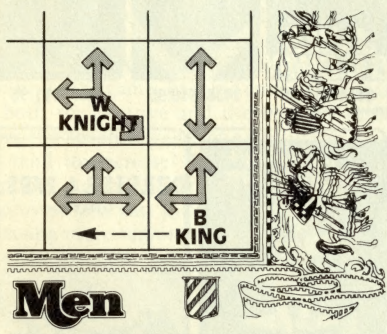
Strategy at its best from Parker Brothers.

The beauty of ALL THE KING'S MEN is that the rules can be learned in minutes, it can be played in under an hour, and its degree of challenge is directly related to your strategy game expertise.

It works like this. The object is to capture your opponent's King. To move a piece, it must follow one of the arrows that lead from its square. Kings and Archers may only move one square at a time. Knights can move any number of squares in one direction.

To capture, simply move onto a square that's occupied by your opponent. Prior to capturing the King, however, you must warn your opponent on your prior move by announcing "threat". He then has three choices: he can move out of the "threat" position (if you haven't sufficiently blocked his exit), he might move a piece in the path of your move, or he might capture your threatening piece. If he can do none of these, the game is over.

One of the unique features of the game is that the arrows can be played offensively and defensively in the same move. For example, in the illustration below, the white Knight has just moved to a "threat" position. The brown King responds by moving to a position where he not only defends himself, but at the same time, attacks the threatening Knight.



Question: Now that you know the ground rules, if you were the white King in this "threat" position, what would be your next move?

	A	B	C	D	E
1					
2	W KNIGHT		W ARCHER		
3					
4					
5		B KNIGHT THREAT			W KNIGHT
6					

(Game partially illustrated)

The white King can move from B6 to A6 or C6 to avoid threatening the white Knight at B4 is the brown Knight at B4 is blocked by the white Knight (A1) and white Archer (C1), and end the game, as all of the King's moves are "threat", and this move would put the brown King in "threat". Or, the white Knight can capture the brown King. This move would put the brown King in "threat".

Answer:

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tionalizing the evident fact that ESP was simply not demonstrated in this experiment. Such a finding is, by the usual rules applied in psi-research, inadmissible. This is the only field of research accepted by the American Association for the Advancement of Science that seems not to require regular criteria demanded by other "sciences."

Most interesting to me, as a longtime psi-watcher, was the hilarious manner in which Dr. Schmeidler sought out various categories in which significance might be found. Oldest or only child—a whopping 3 percent more correct answers were reported by these folks!—and those who omitted answering one or more of the biographical questions had .8 percent higher results than those who did not omit any answers! Wow! Another point—that those who omitted some answers did better than those who withheld personal data—can only originate with a parapsychologist. These conclusions are typical of the kind of flummery that passes for genuine scientific research.

I've been looking into these things for a good 35 years myself, and I have clairvoyantly looked over the responses to this experiment. I discovered that those respondents with an odd number of letters in the family name tended to have 1.2 percent better results than those with an even number of letters. Mathematically inept respondents (those who in answering wrote a wrong street number for the Games address) tended to miss on the plus sign and the circle symbols 1.6 percent more often than the others.

One final observation clinches the case. If we take the names of the author of the piece under discussion, the editor of *Games*, and this author (known usually only by his last name), and reduce them to digits using the

number of letters in each name, Gertrude Schmeidler gives us 8 and 10, Michael Donner gives us 7 and 6, and Randi gives us 5. Refer to the chart of the correct answers for the ESP cards, and we see that these digits refer to the circle, the wavy lines, the plus sign, the star, and the square respectively. Statistically speaking, the chances against this discovery are *billions to one*! Not one of the five symbols is repeated, and all are included! Let the skeptics explain that!

—James Randi

DR. SCHMEIDLER REPLIES: *Fun's fun, but let's be fair. "Genuine scientific research" is not, as Randi seems to think, always a flashy demonstration. It can be a slow process, which will repeat, repeat, repeat before it comes to a conclusion. A one-shot try, like the Games ESP Experiment, may properly suggest a pattern, but we conclude the pattern really exists only after it shows up again and again in successive tries. Besides, even 3 percent can be worth attention, like 3 percent cyanide in the food or 3 percent fine pearls in a bushel of oysters.*

Another Joke-in-the-Box

Lewis Carroll's "Puzzle Poem" (Wild Cards, September/October) reminds me of a joke my mother used to tell. She was born in 1875, so you can see it's really an old chestnut.

A mean little boy asks a sweet little boy: "Do you want a box with five nails in it?" The sweet little boy says, "Sure!" So the mean little boy gives the sweet little boy a box in the ear.

Frances E. Holmes
Montpelier, VT

LAUNDRY BASKET

The rules of the game—it is a game, isn't it?—are: If a reader finds a mistake that affects the play of a game, or a significant error of fact, and we agree the slip needs to be laundered, we'll publish the first or most entertaining letter that points it out. If we publish your letter in the Laundry Basket, we'll thank you with a Games T-shirt.

Mistakes: July/August

★ In "A Drinking Problem" (page 28), you refer to a "Yorkshirian." As an English emigré, I can state categorically that a man from Yorkshire is a Yorkshireman, *never* a Yorkshirian. Heavens, you'll be calling me an "Englishian" next!

Dr. Charles Davies
Calgary, AB

September/October

★ I found 114 thirteens on your cover! To locate the one you missed, start in the lower

right-hand corner, go up 19 characters and one character to the left, then read down diagonally. However, had you printed "Can You Find 114 Thirteens," there would then have been only 113!

Emile Caron, Jr.
Jaffrey, NH

★ I truly enjoyed Wild Cards, your new maga[magazine]zine. However, your "Magic Pentagon" (page 39A), while indeed remarkable, is also incorrect. The numeral "10" appears twice in the outer ring, and I believe the one in the lower right should be a "16." I am certain that this is only a typographical error; after all, I have your maga[*great faith*]zine.

Raymond Rebholz,
Copiague, NY

★ The Answer Drawer solution (page 75) for Chess Problem C (page 60) states, in part: "If 1. ... Ng8xd6, 2.Qg7xe7." This should have read: "If 1. ... Nc8xd6, 2.Qa7xe7."

Bill Edwards
Newland, NC

EVENTS

Before making plans to attend any of the events below, write to verify dates, times, places, and to find out about entry fees and other requirements. Send a stamped, self-addressed envelope with your request.

Blackjack The Sahara World Championships will be held simultaneously in Las Vegas, Tahoe, and Reno, December 9-12. Contestants will compete for \$200,000 in cash and prizes. Call toll free (800) 854-2003.

Bridge The Fall North American Championships in Cincinnati, November 16-25. The schedule includes the Reisinger Trophy race, a contest for one of the top four places in North American team bridge. Contact the American Contract Bridge League, 2200 Democrat Road, Memphis, TN 38116.

Chess The Pan American Team Championship, one of the important intercollegiate tournaments, December 26-30. The location is not definite yet, but likely to be U.C.L.A. Contact the Intercollegiate Chess League of America, c/o Robert Sutter, Jr., 24112 Caverhill Drive, St. Louis, MO 63136.

Colonial Gaming Games Days at the Governor's Palace gardens in Williamsburg, Virginia, December 22 and 27. Visitors are welcome to participate in 18th century games such as quoits, lawn bowling, and greased pole climbing. Contact the Travel Department, Box C, Colonial Williamsburg Foundation, Williamsburg, VA 23185.

Contesting A "How To Win" Weekend, to be conducted by Gloria Rosenthal, professional tester and *Games* contributor, at the Mohonk Mountain House in New Paltz, New York, November 9-11. Contesters will receive instruction on how to write winning contest entries. Contact Carolyn Fiske, Mohonk Mountain House, Mohonk Lake, New Paltz, NY 12561.

Cribbage The International Cribbage Association Tournament in Los Angeles, November 10-11. This annual tournament is open to all cribbage players. Contact Leilani Wade, 1947 West 80 St., Los Angeles, CA 90047.

Golden Age Olympics Olympic events for senior citizens, held in Sanford, Florida, during the second week of November. Senior athletes compete in decathlon events as well as horseshoes and croquet. Contact the Golden Age Olympics, Box CC, Sanford, FL 32771.

Monopoly The U.S. Monopoly Championship at the Palace Restaurant in New York City, November 19. Winners of the four regional competitions will be given a "Real Estate" tour of New York City before competing for a chance to play in the World Championship in Bermuda. Contact Monopoly Tournament Director, Parker Brothers, 50 Dunham Road, Beverly, MA 01915.

Wargaming Winter Con VIII at Oakland University in Detroit, November 16-18. In addition to a wide range of wargaming, fantasy gaming, and miniatures tournaments, Winter Con VIII will feature tournaments of Monopoly, Risk, go, backgammon, and other games. Contact Metro Detroit Gamers, P.O. Box 787, Troy, MI 48098.

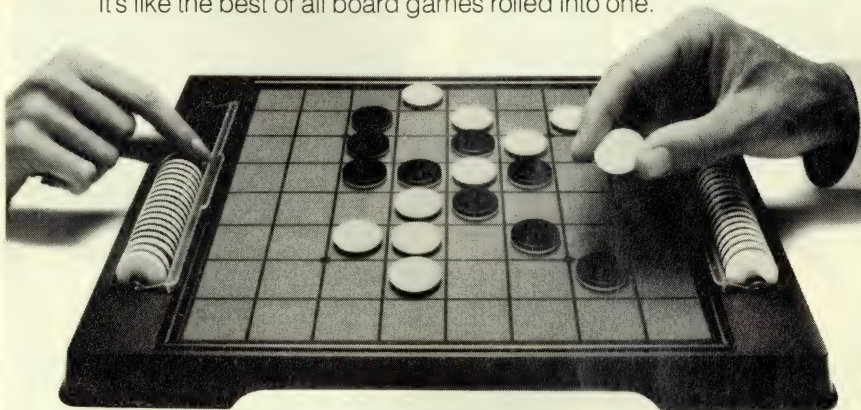
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GAMEBITS



ASTROLOGICAL DEDUCTIONS

Nearly one third of the U.S. population believes that their lives—the way they think, feel, and react—are governed by the position of the celestial bodies in our solar system. Meld that with the current popularity of electronic gizmos that do everything from balance a checkbook to remove lint from your clothes and the result is Astro, a hand-held calculator that doubles as an astrological computer. In its "astro" mode, it plots an individual's daily horoscope based on the positions of the Sun (Purpose), Mercury (Mind), Venus (Love), and Mars (Style). Two birth dates can be entered and compared for compatibility,

and then a series of 16 questions along the lines of, "Do you understand the way I think?" can be asked.

The computations are based on the position of the planets on the *date* of birth, but not the exact *time* of birth necessary to compute a complete astrological chart. Still, Astro offers much more information than horoscopes in the daily newspapers, and it comes with a handbook that provides an excellent introduction to the ancient science of astrology.

Whether you're fanatical or skeptical toward astrology, Astro can provide lots of entertainment. Take it to a party and you'll have a crowd around you all night.

—P.M.W.

U.S. OTHELLO ASSOCIATION FORMED

Good news for Othello fans: a group of top players have organized the United States Othello Association, whose purpose will be to serve the serious Othello player by sanctioning tournaments, establishing a national ranking system, and publishing *The Othello Quarterly*. Containing game analyses, articles on strategy, and tournament news, the *Quarterly* is edited by Jonathan Cerf and George Sullivan, who co-authored an article on Othello for *Games* (May/June).

Mark Weinberg, the Association's president, stresses that the USOA wants to attract beginners as well as seasoned players. It is his hope that players will use sanctioned tournaments and the *Quarterly* as forums for teaching and learning from each other. The ultimate goal: to win the world championship title away from the Japanese within the next five years.

For information and a free reprint of a recent *Othello Quarterly* article for beginners, write: USOA, P.O. Box 342, Falls Church VA 22046. —R.W.S.

A CROSSWORD CLUB FOR THE STOUTHEARTED

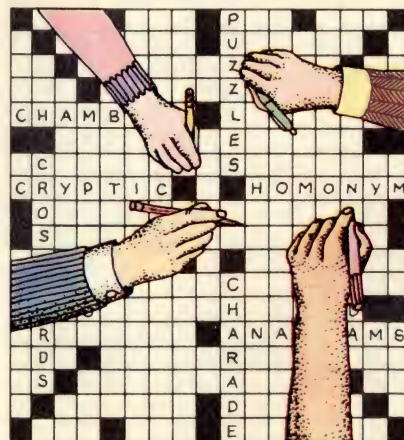
There is a new gathering ground for anagrams, charades, homonyms, and five hundred intellects who relish this sort of play. It's the Crossword Club, organized a year ago in England.

Each issue of the Club's monthly newsletter, *Crossword*, contains a British style puzzle that is more difficult than any you would find in an American publication. Unraveling the cryptic clues is only part of the challenge. One month solvers were asked to remove the Roman numerals from the answers before entering them in the diagram. EESAST, thus, stood for ECCLESIAST (without CCLI); USOTE was MUSCOVITE (minus MCVI). Another memorable month the answer diagram instructed the solver to enter all words containing s sounds with TH instead, as if spoken with a lisp. The catch-22 was that you couldn't read the instructions until you had already discovered this trick.

Answers are published in the issue following the puzzle so that members can submit their solutions in a prize competition. The winner (chosen in a random drawing from the correct entries) receives a *Compact Oxford English Dictionary*. Each *Crossword* also contains puzzle news, comment, letters, and a clue-writing contest.

For a year's membership and a subscription to the newsletter, send \$10 to Club Secretary, Brian Head, Hilberry Farm, Awbridge Hill, Romsey, Hants, SO5 0HE, England.

—W.S.

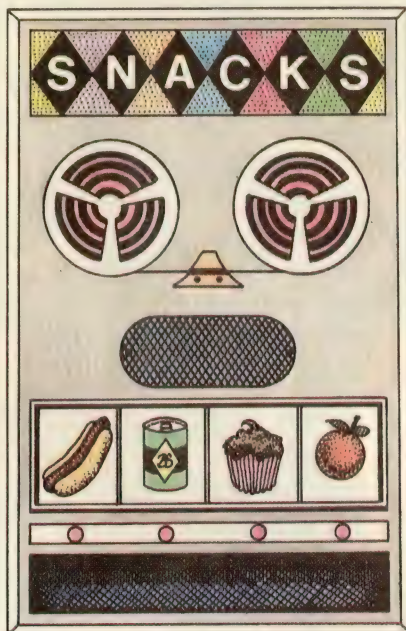


THE SNACK, AND HOW TO GET IT

Gambling, it is said, is illegal almost everywhere in America. But has anyone so informed the manufacturers of vending machines? Their thrill-a-minute dispensing agents—"no arm bandits" in the vernacular—disgorge the proper product and/or change at only the most random and tantalizing intervals.

A sad fact of modern life. But not one to daunt a dedicated creative scientist such as Les Earnest, assistant director of the Stanford University Artificial Intelligence Lab. Some years ago Earnest decided to gain control of the slot machine down the hall. Writing a simple program, and using a few spare seconds of the lab's KL10 computer's time, he hooked the office vendor into his electronic brain. The result? A "smart" machine, renamed "The Prancing Pony" (after a Tolkien-created tavern in Middle Earth) and connected to a handy teletype terminal.

The Prancing Pony will, when given the proper password, sell apples, sandwiches, yogurt, and such, on credit. Each authorized customer is assigned a password, and receives an itemized bill at the end of the month.



Beer is also available if the computer "recognizes" you as over 21.

But this is not the most exciting part. Built into the program are two ingenious elements that make each trip to the snack bar an adventure.

The first feature guarantees that one in every 128 vendees will be giv-

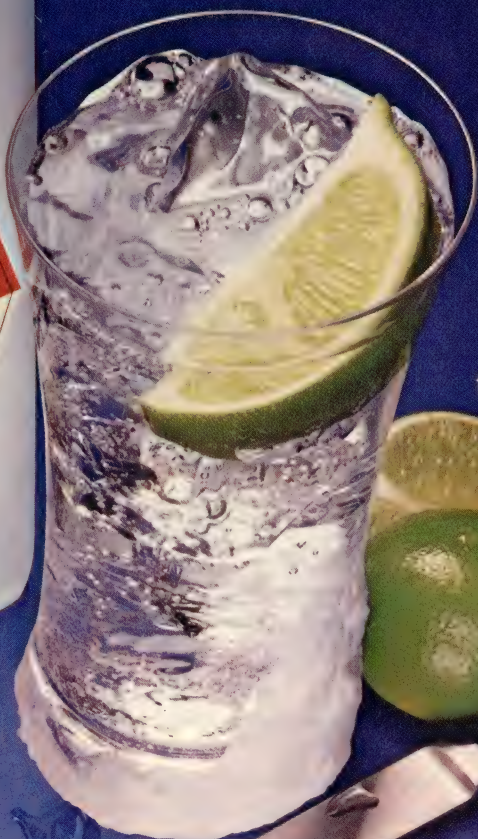
en a free selection. The second—for hardened gamblers only—allows you to "flip" the machine for your selection. By typing "F" into the computer terminal, you activate a "coin flip" program deep inside the machine's cybernetic innards. If you win the toss a bell rings, the teletype types "You won!" and your eats are for free. If you lose, the machine charges you double.

A sporting proposition few can pass up for long. "It seems, though, that musicians (who use the computer lab to create synthesized music) are much more willing to gamble than the computer scientists," says Earnest. And then there are the poor souls who become addicted to the Pony's charms.

"One fellow," says Earnest, "was a volunteer worker who had no money. He flipped the machine *every* time—and after a while, found himself \$100 in the hole."

So does the machine, we asked, then dispatch pinstriped R2D2s programmed to break a few arms? No, we were assured. It just cuts off the big loser's credit, and charges 1.5 percent vigorish—er, interest—per month.

—A.M.



The Frosty Gin & Tonic

Tall, clean-tasting, icy-cold. Made with Gilbey's Gin, of course. The famous frosty bottle pours a gin that's made for mixing. With tonic or juice, in a Martini or Collins, the smooth flavor of Gilbey's always comes through.

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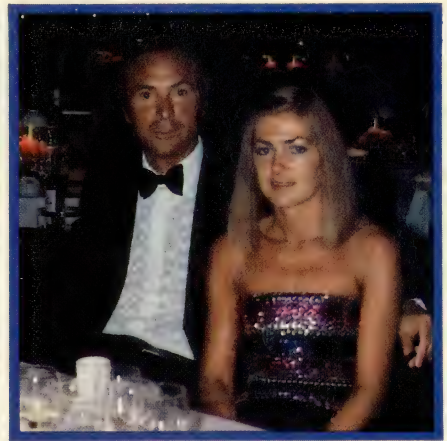
Wherever you are, you're never too far to spend a few moments with someone special, someone who's waiting to hear from you. You can make your day by sharing it with faraway family and friends. Call to express your care, even if it's just to say hi. It means so much to keep in touch. So reach out. Reach out to those who make you feel good. You'll both feel good. With a phone call.

 **Bell System**

Big Money and Little Voices

The World Backgammon Championships in Monte Carlo

by Roger Dionne



Photos by Liaison/Tourte / Gaetan Luci



a two-time winner at Biarritz, the man who listens to the little men inside the dice. 'Ven the dice don't vant you to vin,' Motakhassess says, 'you don't vin.' Do I have \$5,500 for the great Kumar Motakhassess?"

"\$5,500!" came a cry from a covey of tuxedos at the right of the room. Whispered conferences intensified among the syndicates. The voice from the stage leapt a note. "Who's going to bid \$6,000? The pick of many to win it all. Do I hear. . . ."

The hornet spiraled toward the stars above the huge, open-air pavilion. It wheeled, hovered, and plummeted to pluck more money from a thousand gamblers' pockets, hoping in this first Merit World Backgammon Championship ever to be held in Monte Carlo to make the "Calcutta" auction the biggest in backgammon history.

The opening-day Calcutta dinner and auction have been backgammon rituals ever since Russian emigré Prince Alexis Obolensky staged the first modern-day backgammon tournament in the Bahamas in 1964. There were only 40 entries

(Top left) Tournament director Lewis Deyong conducting the Calcutta auction at the 1979 World Backgammon Championships in Monte Carlo. The 347 players were sold for a total of \$196,000.

(Bottom left) Speculators vying for attention gave the auction the frenetic aura of a busy commodities exchange.

(Center) First-round matches at the Sporting d'Hiver were played only to 19 points, partly accounting for a number of upsets.

(Right) Kumar Motakhassess, "the man who listens to the little men inside the dice," seated with his wife Rosemarie. He was auctioned off for \$5,500.

I have \$5,000, a pittance for Motakhassess, who's a steal at twice that price. . . ."

The auctioneer's amplified British voice—wry, cajoling, with a touch of the sophisticate's *ennui*—whined over the glittering Salle des Étoiles at the Sporting d'Été in Monte Carlo like a relentless hornet prickling to sting.

"Surely you're not going to let such a bargain escape. The great Iranian master,

in that first world championship, virtually all of them American. But while the Vietnam War raged, Prince Obolensky persevered in promoting his "little war." (*Bach*, in Welsh, means "little," and *cammaun* means "battle." Many other derivations for the word backgammon have been suggested, some going back to the ancient Persian empire.) Prince Obolensky's Bahama tournaments attracted more players each year, including a

growing number of Europeans, and in 1967 he added a second annual tournament at the Sands Hotel in Las Vegas.

Meanwhile, across the Atlantic, French backgammon enthusiast Marquis Guy d'Arcangues became fascinated with the strange, new approach to the game of his British friends. "The Anglo-Saxons developed an attacking style," the debonair Marquis recalled on auction night in Monte Carlo. "They developed a *style offensif* . . . as opposed to the more conservative European style where we'd pile up five or six checkers on one point." In 1971 the Marquis d'Arcangues organized an international tournament at Biarritz, near his chateau, which effectively introduced the aggressive tactics of English and American players to Europe.

The Société des Bains de Mer of Monte Carlo looked with great interest at the Marquis' Biarritz tournament, the

lent field? Hattu—a finalist in the Swiss Championships. Do I hear \$2,000? I'll open the bidding myself. I'll bid \$2,000 on Field 4. Do I hear \$2,200? . . ."

Through the early morning hours, Deyong would sell all 347 entries in the World Championship, building up a Calcutta pool of \$196,000—smaller, it turns out, than the \$211,000 raised in the Calcutta auction at the European Championship in 1978. However, with the player pool, based on a \$350 entry fee for the Championship Division and lesser amounts (\$100 and \$50) for the Intermediate and Beginner Divisions, the total purse at the 1979 tournament reached the hefty sum of \$361,000. In the Calcutta, 32 seeded players were auctioned off individually, while the remainder were sold in fields of eight. Any seeded player had the right to buy back up to 50 percent of himself from the person who bought him; unseeded players

still had a shot at the money in the consolation tournaments; if he managed only to be runner-up in the Last Chance, you'd still win \$5,811.

Bidding on seeded players was most frenetic, occasionally giving the Salle des Étoiles the aura of a busy commodities exchange. But backgammon cognoscenti, who knew the abilities of players deep in the ranks, looked to the eight-man fields for the best buys, sometimes negotiating with other bidders behind the scenes to land relatively unknown fields at the cheapest price. Take Field 35, for instance. Not up for bids until the early morning hours, when most of the speculators had left the Salle des Étoiles for the gaming tables or more pulchritudinous sport, Field 35 sold for almost nothing, yet it produced not one but two semifinalists in the championship flight—Karl Laubmeier of Germany, whom, if you keep track of such things,

(Right) London expert Joe Dwek, twice winner of the European Championships, was auctioned off for \$6,000, the highest price paid for any player this year.

(Bottom) A powerful trio of young New York backgammon experts, sitting with friends at the Calcutta dinner. In the foreground are Jason Lester (left) and Roger Low (right). Low was eliminated in the quarterfinals. Seated beyond Low is 1978 world champion Paul Magriel.

(Far right) Lee Genu of New York, one of the best women players in the world, will do almost anything to distract an opponent. She reached the quarterfinals of the Second Consolation tournament before being defeated.



first of its kind on the Continent, and in 1972 launched its own tournament in the capital of European gaming. Two years later, the Philip Morris Company sponsored the first Bavarian Championships, won by British expert Lewis Deyong. Philip Morris then allied itself with the Société des Bains de Mer (and later with the World Championships in the Bahamas and numerous other tournaments). Lewis Deyong became a principal tournament director, and the annual Monte Carlo event became the European Championship. The final piece fell into place this year: the European Championship absorbed the Bahamas event and became the official World Championship of Backgammon.

So at midnight, July 9, 1979, there stood master backgammon politician Lewis Deyong on stage at Monte Carlo's Sporting d'Été. He waited once, twice, then slammed his gavel on the podium.

"Motakhasses—sold for \$5,500."

Deyong paused briefly, shuffled his papers, and went back to work: "On to Field 4—Almagore, Hattu, Caliarì, La-Brosse. Do I have \$2,500 for this excel-



could purchase a 10 percent share of their field and would win if anybody in that field were to come into the money.

When you bid on a player in a Calcutta; you are gambling he'll finish in the money. This year, if your man happened to win the World Championship, you stood to win \$69,732 minus whatever percentage of your purchase you might have sold to the player or others. Once knocked out of the championship, he

you'd recognize as having been a finalist both at Geneva last December and at Divonne-les-Bains last May, and Mohammed El-Zanaty of Egypt, who is reputed to have been playing backgammon since the age of two. Both Laubmeier and El-Zanaty narrowly lost their semifinal matches to seeded players Luigi Villa of Italy and Geoffrey Westheimer of the United States. Nevertheless, they were worth a total of \$23,244 to their field's lucky purchasers in the Calcutta.

"If you can consistently buy a 50 to 1 shot at a 100 to 1 price, you're bound to be a winner eventually," explained the brilliant young American backgammon pro Roger Low, who, in league with a group of wealthy New Yorkers, spent several thousand dollars in the Calcutta. Unfortunately, Low failed to bid on Field 35. He himself reached the quarterfinals of the championship, only to lose to Laubmeier when he failed to roll a crucial *one* (the odds were 25 to 11 against him). Low's winnings for his efforts: nothing.

"I'd guess that roll represented about a \$50,000 swing for me," he commented.

Ah, yes. As Motakhasses says, "Ven the dice don't vant you to vin. . . ."

Turning Pro: The Lure of the Dice

Money is just about as inseparable from backgammon as it is from poker. Without a stake, the game becomes merely an exercise in checker movement, while the doubling cube, which gives the game so much of its drama and complexity, becomes utterly meaningless. With a stake, on the other hand, whether it's \$1 a point, \$100 a point, or a five-figure tournament prize, the game has become an insatiable passion for untold thousands of club players and tournament followers, many of whom not so long ago considered chess or bridge the *only* game worth their attention.

For the best of these players, backgammon has become a livelihood. The new 1979 world champion, Luigi Villa, 34,

"It's better not to work," Villa said after his dramatic, come-from-behind victory over favored Geoffrey Westheimer in the final of the World Championship. "I earn more money playing backgammon, and it's more amusing."

For his week of play in Monte Carlo, Villa earned nearly \$80,000—\$42,336 in the player pool and \$36,866 in the Calcutta since he had wisely bought back the maximum 50 percent of himself. He also had a chance to win an additional \$5,000 in a 7-point match if he defeated Aristotle, alias the Gammonoid, alias Merit I, a sophisticated backgammon computer programmed by 1978 world champion Paul Magriel and artificial intelligence expert Hans Berliner of the Carnegie-Mellon Institute.

Defending world bridge champion Billy Eisenberg of Los Angeles sat with friends watching the excitement over Luigi Villa's victory. Eisenberg had been

or less established a decade ago, matches in the championship flight at Monte Carlo were 19 points in the early rounds, increasing to a 25-point final. While an average or slightly above-average player might have gotten lucky in one match against a Magriel or a Motakhasses (both were eliminated in early rounds this year), he would have had to parlay that win into eight straight victories to reach the finals—not a likely prospect. Still, 10 of the 14 prizes in the Championship Division were in fact won by unseeded players, though most of the winners were, like Laubmeier and El-Zanaty, experienced tournament competitors.

The Humanoid versus the Gammonoid

No one placed much stock in Aristotle, alias the Gammonoid, alias Merit I, when the computer made its first, hesitant appearance at the Calcutta auction,



(Top left) Tournament winner and new world champion Luigi Villa of Milan, Italy, gave up working a year ago to become a full-time backgammon player.

(Top right) Geoffrey Westheimer of the United States led Villa in the final 21-13 before Villa came back to win 25-22.

(Bottom left) Dressed more casually than most at the black-tie dinner are Billy Eisenberg (left), the 1976 world backgammon champion; Dominique Foucarde of Paris; and Hugh Sconyers, winner of the Second Consolation tournament this year.

(Bottom right) Villa shakes hands with Aristotle, alias "the Gammonoid," prior to their \$5,000 challenge match.

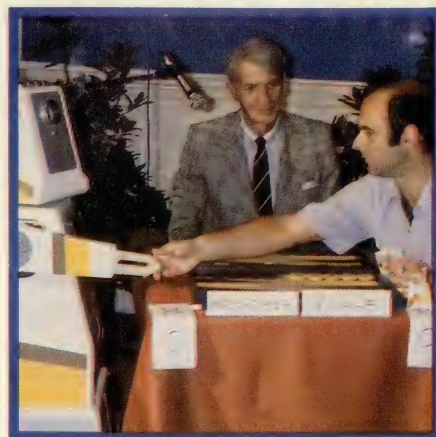


earned a doctorate in political science from the University of Milan, then worked for an insurance company for many years. He was a quiet, unassuming man, balding prematurely, unmarried, conscientiously doing his job and relaxing once or twice a week at his bridge club. Five years ago Villa discovered backgammon, and last year, after coming in the money in several European tournaments, he gave up work for play.

there himself, having won the backgammon world championship in 1976. "It's the best gambling game there is," Eisenberg said as he toyed with a drink, "because it has the best blend of skill and luck. If it were pure luck or pure skill, it wouldn't be a great gambling game. But in backgammon, the mix is so complicated it never becomes clear when you're lucky and when you're skillful."

"Backgammon is the only sport," says Prince Obolensky, "where you can beat Jack Nicklaus at his own game. That's really what got people going to tournaments. Ten to 15 years ago we experimented a tremendous amount with matches of different lengths—good players against average players, average players against bad players, all kinds of things. We found out that the moment you go over 25 points per match, the luck factor drops right down and the skill part takes over. That's the reason we always ran tournaments with matches of 25 points or less. Otherwise, the average player would say, 'Why get involved?'"

Following this 25-point principle more



spinning around the stage out of control and spending much too much time to issue in five languages its \$5,000 challenge to the winner of the World Championship. But on the night of its 7-point match against Luigi Villa, it quickly won everyone's respect when it built up a solid 5 to 1 lead over the new world champion. The computer was, after all, the product of one of the best minds in backgammon and one of the best minds in

the science of artificial intelligence. What's more, though it could generate its own random dice rolls, the computer had as its ally for this match none other than Kumar Motakhasses to roll real dice for it. Halfway through the match, Motakhasses had warned Villa: "Tonight I can feel it. Tonight I can roll any number I want."

Down 5 to 1, Villa doubled the Gammonoid early in the next game, the Gammonoid accepted, and when Villa started bringing his men home against the Gammonoid's poorly timed backgame, things began to look bright for the new world champion. There was even the possibility of a gammon, a double score, which would put Villa right back in the match. Motakhasses rolled a double two for the Gammonoid (the position is shown *at bottom*), and in a move that amazed even Magriel, the Gammonoid abandoned its backgame, now that its timing was lost, to stack up its men on an advance point in an effort to save the gammon. The game had been a tactical battle to that point, but now the dice took over

as the two opponents—the humanoid and the Gammonoid as Magriel playfully called them—raced toward home. Villa, however, could roll nothing but deuces and aces, while Motakhasses rolled a series of high numbers and doubles for the Gammonoid. Still, Villa was the favorite to win the game right up to the last roll since, with four men left, the Gammonoid needed double fours or better (an 11 to 1 shot) to clinch the game—and the match. Motakhasses shook the dice cup calmly. He spilled the dice on the board.

Double sixes! Bedlam! Reporters and well-wishers swarmed around Dr. Berliner, Paul Magriel, and Kim Brand, the young Indianapolis entrepreneur marketing the \$2,500 toy, to offer their congratulations. Dazed, unable to believe it, Luigi Villa wandered among the throng that seemed to have forgotten he was the world champion, the man who had just collected nearly \$80,000 in prize money, despite whatever might have happened in this short 7-point match.

"I was 40 pips ahead," Villa said in

Italian, "40 pips ahead," he said in French, "40 pips ahead," he said in English, to anyone who would listen. No one listened. They had heard it all before, the endless horror stories about the perfidy of the dice.

Kumar Motakhasses stood aside from the ballyhoo, staring abstractedly into space, a slight smile on his face, as though he heard little voices, little diabolical voices inside the dice, whispering words that, for all one's skill, for all one's hours of positional analysis and tactical studies, for all one's years of experience moving the checkers and turning the cube, could not in the end be gainsaid: "Ven the dice don't vant you to vin, you don't vin."

Even the Gammonoid must have known that. □

Roger Dionne, whose fiction and nonfiction articles have appeared in Playboy, Sports Illustrated, The Los Angeles Times, and many other publications, reached the finals of the First Consolation Tournament, Intermediate Division, at the 1979 World Backgammon Championships in Monte Carlo.

Villa Considers Whether to Double

In winning the 1979 World Backgammon Championship, Italy's Luigi Villa showed remarkable tenacity. Down 18–14 in his 21-point semifinal match against German expert Karl Laubmeier, he came back to win 21–18. In the 25-point final against the United States' Geoffrey Westheimer, Villa was behind 15–5 and later 21–13, but came back to take a 22–21 lead. Westheimer tied the score at 22 all, and in the next game the American doubled early and Villa accepted. After a furious exchange of hits, Villa (white) ended up in command, owning the cube at 2 and having developed the strong position shown.

With Villa on roll, the question was whether to double Westheimer out, taking a 24–22 lead and needing to win only one

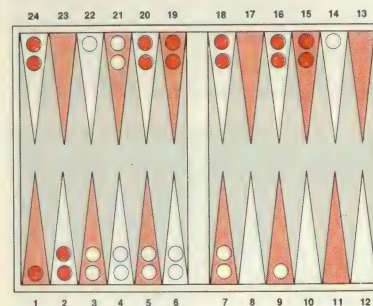
of the next two games to win the match, or to play for the gammon, which would have given Villa the match 26–22, but which entailed the risk of losing the game.

Paul Magriel thought Villa should play for the gammon: "You don't even have to assess the exact chance of a gammon because there's nothing that can go wrong on the next roll. If Villa gets in trouble, he can double the man out. No big problem. Westheimer's behind the prime and going bust. It's a perfect free-shot situation to play for the gammon and end the match."

Villa opted for the bird in hand, the two points, and doubled Westheimer out. "There was maybe a 50 percent chance of a gammon," he said, "and a 10 percent possibility I'd lose the game. If he rolls an

ace or makes ace-six and brings one man out, I don't have time. I prefer two points."

Villa won the next game. Had he lost two in a row instead, he might still be wondering about his decision.



The Gammonoid Gives Up Its Backgame

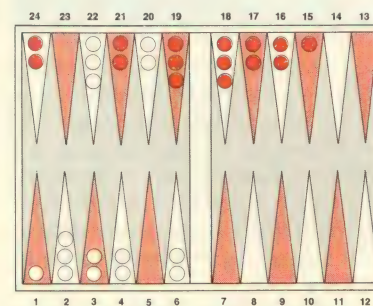
Leading 5–1 in its \$5,000, 7-point challenge match against Luigi Villa, Aristotle ("the Gammonoid"), a backgammon computer programmed by Paul Magriel and artificial intelligence expert Dr. Hans Berliner, accepted an early double from the new world champion and then found itself forced into a poorly timed backgame.

In the position shown, Aristotle (white) rolled a horrible double two. Some players might at this point try desperately to hold onto their backgame, moving one man from 22 to 20 and abandoning the 6 point on their home board. White's timing is pretty well lost, however, and holding onto the 22 point seriously risks being gammoned,

which with the cube at 2 would make the score in the match 5–5.

What was particularly interesting and surprising to the experts watching the match was that the computer made a *strategic* decision. It moved three men from 22 to 20 and one from 3 to 1, giving up its backgame and presumably its chances of winning in order to save the gammon and preserve a 5–3 lead in the match. Aristotle was rewarded for its play. With Kumar Motakhasses rolling doubles and large numbers for it, the computer quickly narrowed Villa's 38-pip lead in the race. Villa, who began rolling ones and twos with uncanny consistency, remained ahead until the final

roll, when Aristotle got a crucial roll of doubles, winning the game and the match.



It's an invisible fourth ball, and its precise location is known only to your opponent. But now, you have enough clues to find it yourself.

THE CLUES: Notice how the colored chips seem to emit "rays" with predictable paths:

1. Rays either score a direct hit or ricochet away from the balls at a right angle.
2. A red chip means the ray has scored a hit, directly or by ricochet, and has been "absorbed" by the ball.
3. An orange chip means the ray has scored no hit, and has passed

through to an exit point marked by another orange chip of the same design.

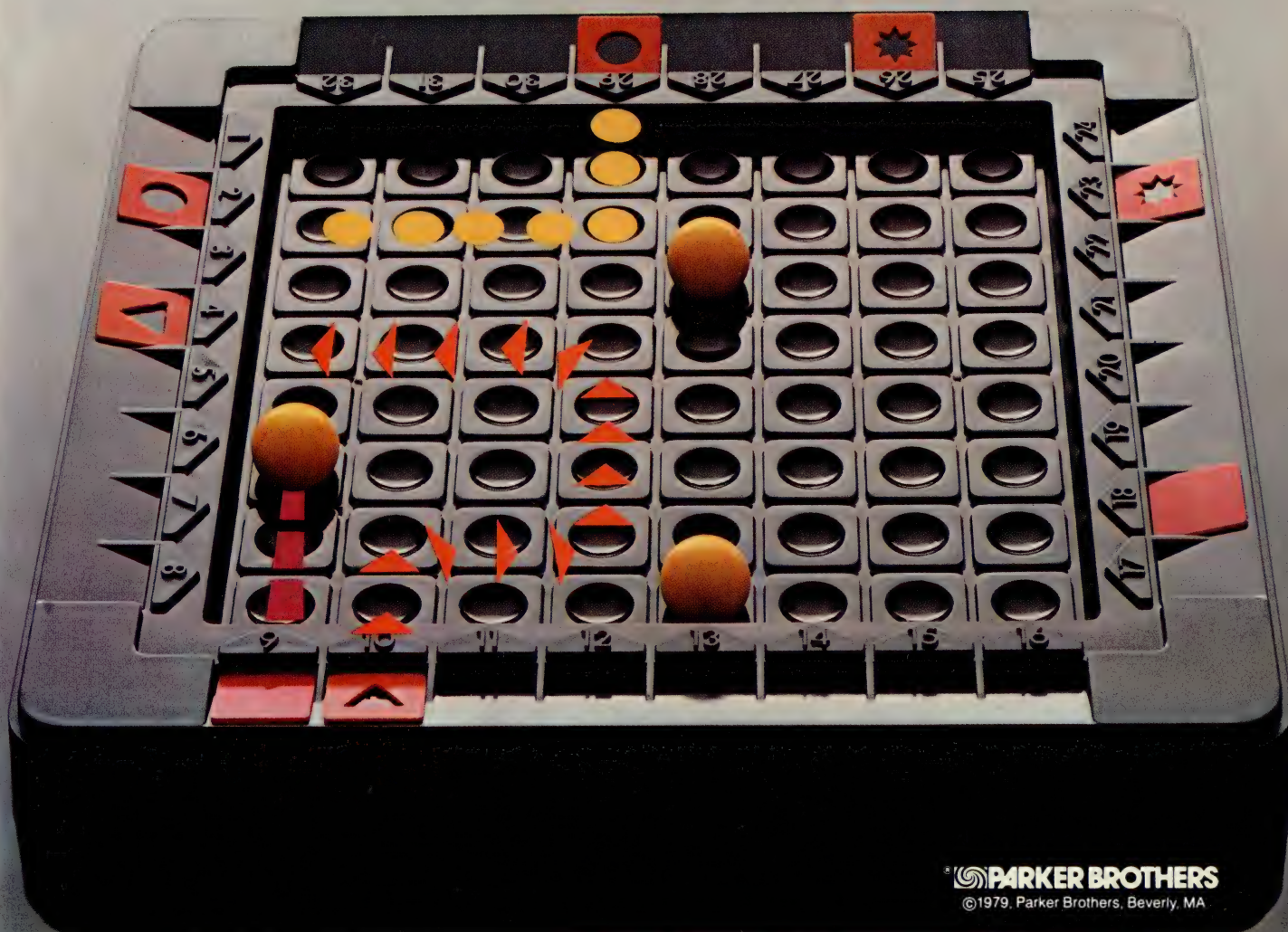
THE ACTION: You furrow your brow as you study the remaining clues. Mentally, you see the rays that have led to your discovery of the first three balls. When you figure the paths of the remaining three chips, you will discover the fourth ball, and solve the mystery of BLACK BOX*. You will also have received your introduction to the Ultimate Game of Hide and Seek.

THE SOLUTION: To confirm your success (or failure), refer to Page 62.



**THE ULTIMATE GAME
OF HIDE AND SEEK.**

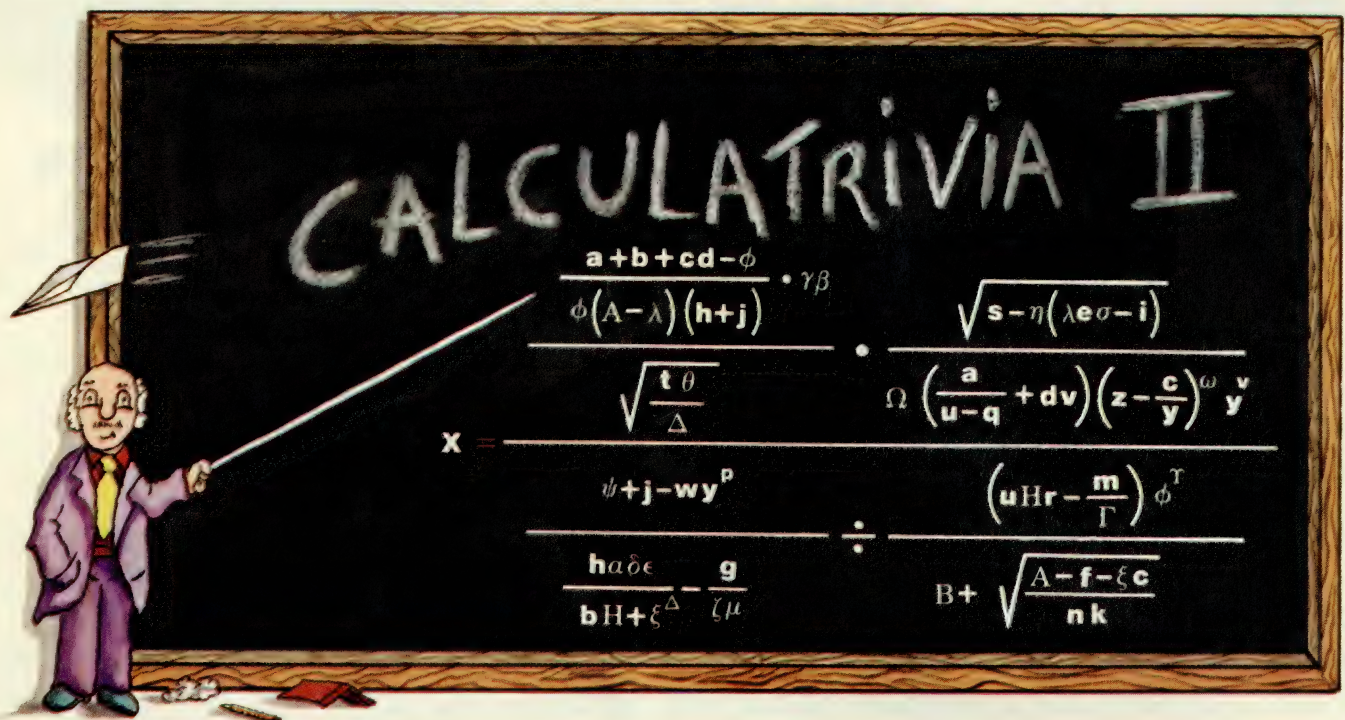
SOMETHING'S HIDING IN THE BLACK BOX.™



PARKER BROTHERS
©1979, Parker Brothers, Beverly, MA

*BLACK BOX is a trademark for Parker Brothers hide and seek game equipment.

A Games Contest



Illustrations by Salem Krieger

First Prize

Mattel Electronics' INTELLIVISION Intelligent Television, the computer-based family entertainment and information processing system.

Four Honorable Mention Prizes

The Casio FX-501P Programmable Memory Calculator.

Exactly one year after the First Calculatrivia Marathon made its infamous debut (November/December 1978) and to our utter amazement became our most popular contest ever, we are mercilessly presenting yet another "nice little equation" for our readers to solve.

To enter this contest, all you need to do is determine the numerical value for each of the 45 unknowns (represented by English and Greek letters), which are defined on the next page; then substitute

these values (very carefully!) for the corresponding letters in the equation on this page and solve for X. Please bear in mind the following:

1. In determining the unknowns, do not strain to find unusual ways to interpret any of the definitions. Some may be tricky, but we believe that there is only one correct answer for each, and it is in all cases the most literal and straightforward one.

2. Wherever a square root radical appears in this contest, evaluate it as yielding the positive square root only. Standard mathematical usage is in effect throughout the equation.

3. The value for X that appears on your entry blank must be expressed in simplest form. If your answer were $10/5$, you should write it simply as 2; if your answer were $10/4$, you should write it as

$2\frac{1}{2}$ (and not as $5/2$ or $2\frac{2}{4}$).

4. The winning entry will be the one that correctly states the value for X. If no entry correctly states the value for X, then the entry with the greatest number or correct values for the 45 unknowns will be the winner. In either case, ties (if any occur) will be broken by random drawing from among those entries that tie.

5. The entry blank on this page, or a facsimile, must be filled in completely, including not only the value for X but for each of the unknowns as well. You may enter as many times as you wish, but each entry must be mailed separately. Entries submitted by telegram or Federal Express are acceptable; telephoned or hand-delivered ones are not. Entries must reach us no later than December 3, 1979. —R.W.S.

Clip or copy this entry blank and mail to
**Calculatrivia II, Games Magazine, 515
Madison Avenue, New York, NY 10022**

**Entries must be received by
December 3, 1979.**

Name _____

Street Address _____

City _____ State _____ Zip _____

All entries become the property of Games Magazine. No
submissions will be returned.

X = _____			
a = _____	n = _____	A = _____	η = _____
b = _____	p = _____	α = _____	θ = _____
c = _____	q = _____	B = _____	λ = _____
d = _____	r = _____	β = _____	μ = _____
e = _____	s = _____	Γ = _____	ξ = _____
f = _____	t = _____	γ = _____	σ = _____
g = _____	u = _____	Δ = _____	Υ = _____
h = _____	v = _____	δ = _____	φ = _____
i = _____	w = _____	ε = _____	ψ = _____
j = _____	y = _____	ζ = _____	Ω = _____
k = _____	z = _____	H = _____	ω = _____
m = _____			

THE QUESTIONS

- a** = Sum of the zip codes of Santa Claus, Indiana, and North Pole, Alaska
- b** = Year in which, by order of Governor Bradford, the Pilgrims celebrated the first Thanksgiving
- c** = Temperature at which Fahrenheit and Celsius thermometer readings are equal
- d** = Babe Ruth's Yankee Uniform number
- e** = Number whose name, in English, is an anagram of the common name for $C_4H_{10}O$
- f** = Number of pence in a pound under the current British system minus number of pence in a pound under the previous British system
- g** = Rent for landing on Marvin Gardens with three houses
- h** = B.C. century in which King Tut lived
- i** = Number of moons of Jupiter which are larger than the planet Mercury
- j** = During the decade of the 1980s, the number of Fridays that will fall on the thirteenth of the month
- k** = Sum of the numbers that complete the following titles: _____ *Dalmatians* (an animated Walt Disney film); _____ *Steps* (a classic Hitchcock thriller); _____ *Años de Soledad* (a novel by Gabriel García Márquez); _____ *Orange Pips* (a Sherlock Holmes adventure)
- m** = A baker's dozen
- n** = The smallest of the following numbers: $2^2/7$, $3^{55}/113$, π , $\sqrt{10}$
- p** = Number of states admitted to the Union since 1900
- q** = Number of letters in the name of the state with the lowest high point
- r** = The most points that can be earned in a Scrabble Crossword Game by playing the word GAMBLED, not counting points scored for any other words formed in the same turn
- s** = The product of all whole numbers less than 100 whose English names contain no letters of the alphabet other than E, F, G, H, I, N, T, R
- t** = Number of intersections (including junctions on the edges of the playing area) on a standard go board
- u** = To the nearest century, the number of centuries which elapsed between the building of the Hagia Sophia and the building of the Taj Mahal
- v** = Longitude of Timbuktu (Mali), to the nearest degree of West Longitude
- w** = Half the number of pecks in three dry quarts
- y** = Number of states that the Mississippi River touches
- z** = Sherlock Holmes' street address _____ Baker Street
- A** = Sum of the code numbers of the secret agents played by Don Adams and Barbara Feldon in *Get Smart*
- α** = Number of consecutive years in which Ty Cobb batted over .300
- B** = Under NFL rules, the minimum number of field goals that could have been kicked in a game whose final score was 15-9
- β** = To a multi-lingual European, *quatre-vingt-dix* divided by *tjesju*
- Γ** = Scott Standard Catalogue number for the "World's Rarest Stamp" (issued 1856 in British Guiana)
- γ** = Most recent year in which there was officially no September 10 in England
- Δ** = Number of times the numeral 1 appears on the faces of the 52 cards of a standard deck
- δ** = Sum of the edges on the following geometric figures, whose names have been scrambled: BUCE, ALTERING, SHROUMB, COOGANT, MUZIATERP
- ϵ** = A.D. century in which the T' ang Dynasty commenced
- ζ** = Number of items in the following list which are types of animals: sponge, sea urchin, foxglove, Venus' flytrap, kiwi, vampire bat, amoeba
- H** = Shortstop, to a baseball scorer
- η** = Number of Hawaiian Islands larger than Molokai
- θ** = Number of radians in 360°
- λ** = Number of squares onto which pieces may legally move in a game of Polish (or international) checkers
- μ** = Number of humans who are killed in the movie *Alien*
- ξ** = Score needed to achieve a double eagle on a par-5 golf hole
- σ** = Number of different King Henries in titles of Shakespeare's plays
- Υ** = Number of Muses, in classical mythology
- ϕ** = Value of this cribbage hand: $\diamond 5$ (upturned); $\diamond 6$, $\diamond 4$, $\diamond 10$, $\diamond J$
- ψ** = Sum of the telephone digits corresponding to A, E, I, O, U
- Ω** = Number of the last manned flight that brought back moon rocks, Apollo _____
- ω** = Number of countries with populations larger than that of the United States

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If you're a real fine writer, Ultra Fine Flair® is for you. It comes in 4 famous Flair ink colors...blue, green, red & black. And its metal-point collar helps keep the line ultra fine, every time!



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FLAIR!**

Sweepstakes, Benson & Hedges style.

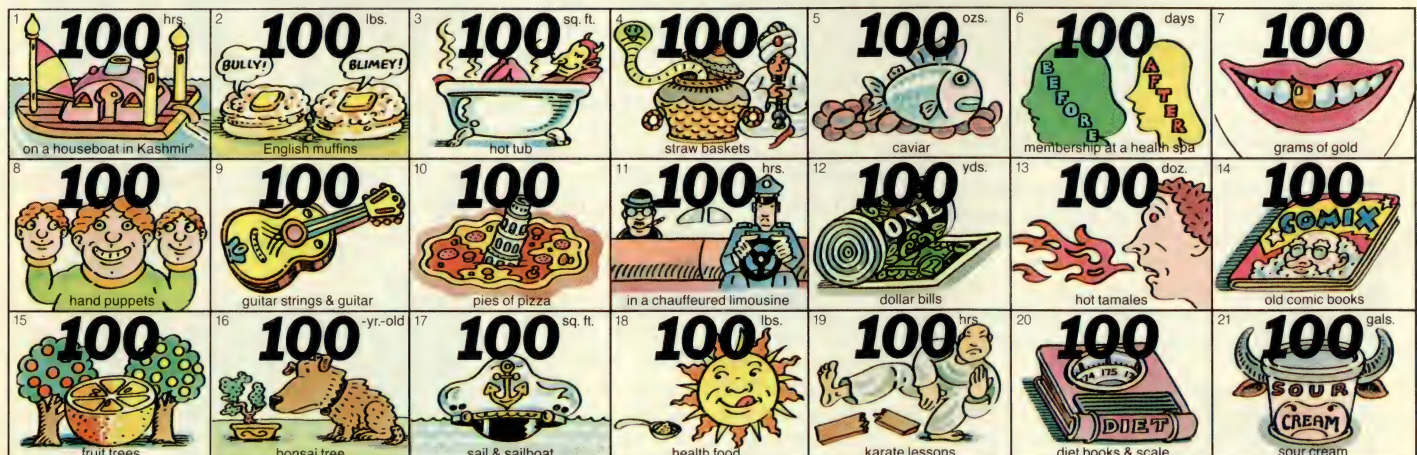
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This year's 100 sweepstakes has an especially winning look. It just might have you saying, **"B&H, I like your style!"**



*Plus travel and accommodations for two.
†in Western Hemisphere.

**Warning: The Surgeon General Has Determined
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Lights: 11 mg "tar," 0.8 mg nicotine av. per cigarette, by FTC method.
100's: 17 mg "tar," 1.1 mg nicotine av. per cigarette, FTC Report May '78.



OFFICIAL RULES—NO PURCHASE REQUIRED

- Write the number of the sweepstakes you wish to enter in the space provided on the official entry blank, or on a plain piece of 3"x5" paper.
- Hand-print your name, address and zip code on your entry, include with it the bottom panels from two empty packs of Benson & Hedges 100's or Benson & Hedges Lights, Regular or Menthol or the words "Benson & Hedges 100's" hand-printed on a plain piece of paper.
- Enter as often as you wish, but you may enter only one sweepstakes per envelope, and each envelope must be mailed separately to: Benson & Hedges 100's, P.O. Box 2644, Westbury, New York 11591. Entries must be postmarked by February 11, 1980.
- IMPORTANT:** You must write the number of the sweepstakes you are entering on the outside of the envelope, in the lower left-hand corner.
- Winners will be selected in random drawings from entries for sweepstakes by National Judging Institute, Inc., an independent judging organization whose decisions are final. Winners will be asked to execute an affidavit of release and eligibility. All prizes will be awarded. Only one prize to a family. Liability for taxes is the sole responsibility of the individual winners. In lieu of any prize, winner may elect to receive a cash award of \$200.
- Sweepstakes open to all U.S. residents over 21 years of age, except employees and their families of Philip Morris Inc., its advertising agencies, Don Jago Associates, Inc., and National Judging Institute, Inc. This offer is subject to all Federal, State and local laws. Void in Utah, Michigan and wherever prohibited, restricted or taxed.
- For a list of winners, send a stamped, self-addressed envelope to Benson & Hedges Winners' List, P.O. Box 2581, Westbury, New York 11591. Winners' list will be available by May 16, 1980.

Benson & Hedges 100's, P.O. Box 2644, Westbury, New York 11591
I've chosen the following sweepstakes and I've read the rules carefully. The sweepstakes number is _____ and the prize is _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

IMPORTANT: You must write the number of the sweepstakes you are entering on the outside of the envelope in the lower left-hand corner.

Transcendental Party Games

Holiday Diversions from the National Puzzlers' League

by Will Shortz

Answer Drawer, page 103

"DIRECT CONTACT—MOS' FUN."

That was the stated object of the National Puzzlers' League's 140th convention last July. It also happens to be an anagram of where the convention was held—

STAMFORD, CONNECTICUT.

This sort of play with words is the very essence of the NPL, a 96-year-old organization dedicated to the art of word puzzles (see also "Alphabet Tales," January/February *Games*). Fifty-five devotees traveled from all over the country to entertain each other at this year's three-day affair. It was the perfect test-kitchen for new and puzzling games—the very ones that may well be sweeping back across the land by year's end.

Most of the games played at the convention are ideal for parties—indeed, these games are as good a reason as any to have a party. We've selected the most popular to present here, and we'll risk recommending them even for those who hate parlor games. Try them yourself or save them for friends. Either way, the experience is transcendental.

PUZZLE RELAY

The most popular game of the convention was the Puzzle Relay, invented by mathematics teacher David Rosen (who uses the *nom de jeu* "Senor"). To play it, you need a large, amiable group, and one person to prepare questions beforehand and serve as referee.

HOW TO PLAY

1. Divide the group into teams of equal size—five per team is a good number. The first member of each team sits in front with successive members behind him. Prepared relay puzzles are then presented in writing, face down, to the participants—puzzle #1 goes to the first member of each team, #2 to the second, etc. An answer sheet is given to the first member of each team.

2. When the signal is given, all participants turn over their puzzles and begin work. Only puzzle #1 is designed to be solvable as written. The subsequent puzzles require the previous team member's answer before a solution can be attempted.

3. When member #1 solves his puzzle, he prints the answer in the first blank on his team's answer sheet and passes the sheet to member #2.

4. Member #2 uses the answer given him to replace the phrase "Answer #1" that appears in the wording of his question. He then solves his puzzle, prints the answer in the second blank on the answer sheet, and passes the sheet to member #3. Play continues in this manner.

5. Every two minutes a whistle is sounded by the referee. At the whistle, the team member sitting in front of the person who is working may turn around to help. (If member #1 is still working, the last team member may come to the front. If, on subsequent whistles, two team members are already working together, the *next* person in front may join to help. Members return to their respective places when that leg of the relay is completed.)

6. When the final member of a team answers his question, completing the team's answer sheet, he stands up.

Each team scores as many points as there are other teams left working when it finishes. The team with most points at the end of all heats is the winner. We recommend preparing five or six heats, because one good race calls for another.

SAMPLE RELAY

Here is a five-leg puzzle illustrating the style of question used at the NPL convention:

Question #1. Start with one of the letters below, and read consecutively—clockwise or counterclockwise—to form an eight-letter word. Write this word in the first blank of the answer sheet, and pass the sheet back.

M E S
E U
R I T

(Answer: EMERITUS.)

Question #2. Drop the first letter and last two letters of Answer #1. A synonym of the resulting word sounds like a type of vessel. Print its name in the second blank of the answer sheet, and pass the sheet back.

(Answer: URN, sounds like "earn", a synonym of "merit.")
Now you try the remaining three legs:

Question #3. When you delete the three consecutive letters of Answer #2 from a seven-letter synonym of "equip," the result is a four letter word meaning "angle." Print the four-letter word in the third blank of the answer sheet, and pass the sheet back.

Question #4. Rearrange the letters of the word GARDYLOO (an old Edinburgh cry), with the second letter of Answer #3, to form a nine-letter word having to do with X-rays. Write this word in the fourth blank of the answer sheet, and pass the sheet back.

Question #5. Think of a six-letter word in which every other letter is the fifth letter of Answer #4. Print this word in the fifth blank of the answer sheet, and stand up.



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Just how cool and calculating a gambler are you? Well, now you've got a chance to find out with Toshiba's new Blackjack Calculator.

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2

TOSHIBA

CHARACTERISTIC INITIALS

If "**F**amed **L**egal **B**attler" is "**F. Lee Baily**," and "**C**artoon **B**oy" is "**Charlie Brown**," who are the ten famous people described below?

1. *Little Men* Author
2. Suffrage's Beloved Advocate
3. Partner To Bailey
4. Bonney, Trigger-happy Killer
5. Amour, Beheaded
6. Created *Dombey*
7. Telegrapher, Afterward Electrician
8. Lyricist, He
9. America's Extraordinary Numbskull
10. Super Pitcher

Michigan puzzler Loris Curtis ("Larry") developed this quiz from a game popular in the nineteenth century. Creating a set of ten or twenty Characteristic Initials for your friends to solve is as much fun as solving them yourself.

WORD-MAKING

Word-Making is a solitaire version of Layman Allen's Wff'n Proof game "On-Words." It was presented at the NPL convention by G. H. Ropes ("Ajax").

A gamesheet, consisting of a number of lines of letters divided into two columns, is given to each participant. For each line, players try to name the longest dictionary word that uses *all* the letters in Column 1, and *any or all* (or none) of the letters in Column 2. Any letter in either column may be used more than once, but *only* those letters listed may be used. A player's score is the total number of letters in his words.

For example, given the Column 1 letters ("You Must Use") C, D, and R, and the Column 2 letters ("You May Use") A, B, and E, you could form the word CRABBED for a respectable 7 points, or ABRACADABRA for what we believe is the maximum 11.

Word-Making can be played impromptu by giving contestants pencil and paper, naming letters at random, and allowing contestants two minutes per line to form their list of words. Or you as host can preselect your answer words and purposely arrange the letters for high scores.

The latter is the approach Ajax took for the NPL convention. Six of his lines appear here for you to try, each with a "par" score and a "best answer" score (the longest word found by NPL members).

	Column 1	Column 2	Par	Best
	You Must Use	You May Use	Score	Score
Example)	C, D, R	A, B, E	7 (crabbed)	11 (abracadabra)
1)	C, H, T	A, I, N, Y	6	8
2)	G, I, N	A, E, Z	7	10
3)	I, L, R	G, H, T, W	5	9
4)	L, P, R	C, H, O, Y	6	11
5)	M, O, P	A, E, I, N, T	7	12
6)	D, I, L	E, F, T	7	12

CONSONYMS

LIGHTS, LOTUS, LETTUCE, and ELITES are "consonyms" of one another because they contain the same consonant *sounds* (L, T, and S) in the same order. In this game, invented by a University of Rochester student, Gary Pisher ("Uniqorn"), the object is to make the longest list of consonyms for a group of consonants.

Thus, for LTS, in addition to the above four consonyms, you can list LETS, LOOTS, LOOTS, LATTICE, ISLETS, and EYELETS. Note that ALTOS is not a consonym because the final S is pronounced as a Z. Proper nouns are not allowed, and no more than one form of a word (e.g., CHUNK or CHUNKY, but not both). Hyphenated words are okay if they are in the dictionary. For purposes of the game, when a consonant appears back-to-back with itself, like the T in LETTUCE, it is considered to be pronounced only once.

To play Consonyms at your party, give participants paper and pencil and five to ten consonant groups. Allow three minutes per list. Afterwards check answers in the dictionary if necessary.

Here are five consonant groups presented at the convention. A "par" score and "goal" is given with each word.

Consonant Sounds	Par Score	Goal
1. T, M	10	13
2. H, R, S	4	6
3. S, S, T (two distinct S-sounds)	7	10
4. K, K	11	17
5. S, T, R, D	7	9

ASSOCIATIONS

Associations is a word game by a linguist and computer technician, Philip Cohen ("Treesong"). Given a randomly-chosen pair of words, the players seek to form the shortest possible chain of associations connecting the first word to the second. The words telephone and opera, for example, might be linked through

the chain: telephone/ring/bathtub/soap/opera.

For each round, print ten to twenty words on slips of paper, drop them in a hat, and then draw them out in an appropriate number of pairs. Give players, working in teams of two or three, three minutes per pair to form their chains.

The lowest total number of links wins.

Here are five word pairs that the NPL convention tried to link. See how you fare. The "par" number of *intermediate* words is given for each pair. 1. Brain to mule (3) 2. Word to seed (3) 3. Rent to block (2) 4. Iron to cheap (3) 5. Game to spinach (3)

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There's no need to puzzle over your holiday gift lists this year. The answer's easy... Put GAMES in every stocking.

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MOTHER



HUSBAND



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POSTMAN



TEACHER



FRIEND



PHOTO CRIME

AN ILL-FATED FOURSOME story and photos by Ken Robbins

Old man Metternich is one of those guys who loves to gamble and hates to lose. As senior partner in the law firm of Metternich, Cromwell, Talleyrand and Disraeli, he gets a kick out of manipulating the junior partners, young guys he lures to the firm with big bucks. Then he muscles them into living over their heads – just to keep

'em off balance. Swell guy.

This particular day he rousts the young turks at dawn for a little command performance at his country club. It's going to be match play, with partners – Metternich and Disraeli, Talleyrand and Cromwell. And it's going to be for real dough – a thousand smackolas per hole.



1. The sky is unpredictable as the four men prepare to tee off. All four hit decent drives and make the green in two. It looks like it's going to be no blood, but Cromwell gets overanxious and three-putts, for a bogey-five.



2. Talleyrand's second drive is a zinger – 200 yards down the middle of the 310-yard par four. Metternich hooks a long drive into the rough, and Cromwell hits a hefty one into the woods on his right. Disraeli tops his ball, winding up just 90 yards down the fairway.



3. Disraeli recovers nicely, hitting the green with a well-placed two-iron. Metternich makes the green in three, and Talleyrand hits with an eight-iron. Cromwell loses a penalty stroke in the woods and then catches a bunker by the green as a light rain breaks out.



4. Just as they get to the third tee it begins raining harder, and Talleyrand suggests packing it in. But Metternich, the only one with an umbrella, says no, they'll wait it out in the carts. Sure enough, in about ten minutes the rain stops and they tee off for a long par five that drops down over a steep hill.

5. Disraeli drives over the hill to the right, Metternich hooks into the woods on the left, and Talleyrand skims a grass burner just short of the crest. Cromwell smashes a beauty smack down the center, but as they start off he remembers that he left his wedge on the last green, and heads back to get it. The devil himself couldn't have arranged it better, because for just that little while everybody is out of sight of everybody else.



6. Metternich and Disraeli meet up in the fairway on the far side of the hill and wait for the others. A call from Cromwell brings them running back to a gruesome scene, Talleyrand unconscious and bleeding profusely from the temple. Cromwell claims he found Talleyrand as they see him; Disraeli and the old man both claim they didn't know a thing until Cromwell's shout brought them running.

7. And Talleyrand, the poor fellow, he knows nothing. He comes around for a couple of minutes but is unable to tell the police anything about his attacker. "I never saw what hit me," he says, and then he dies.



Location courtesy of the South Fork Golf and Country Club, Amagansett, New York.

**One thing's for sure.
Talleyrand was killed with a golf club, and one of the partners did it.
Can you figure out which one? Answer Drawer, page 103.**

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In Saronno, we are fiercely proud that the drink of love, Amaretto di Saronno, was created here in 1525.

And today there is still only one Amaretto di Saronno. It's the original. It's true love.

And you'll know it, because it's made the same way today as it has been made for centuries: slowly, patiently, allowing the flavor to develop, so that it is at once soft and full.

For us a drink created in the name of love must delight the tongue and caress the throat.

Love must always be gentle.

Sip Amaretto di Saronno by itself or chilled on ice. Or try it in an intriguing mixed drink.*

But make sure the Amaretto is from Saronno, because for true love, there can be no substitute.

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A Return to the Good Old Days Before the Crash

"Hi! I'm Bob Barker and I'd like to welcome you to this special,
at-home edition of

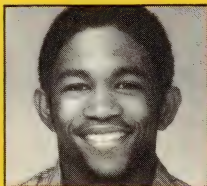
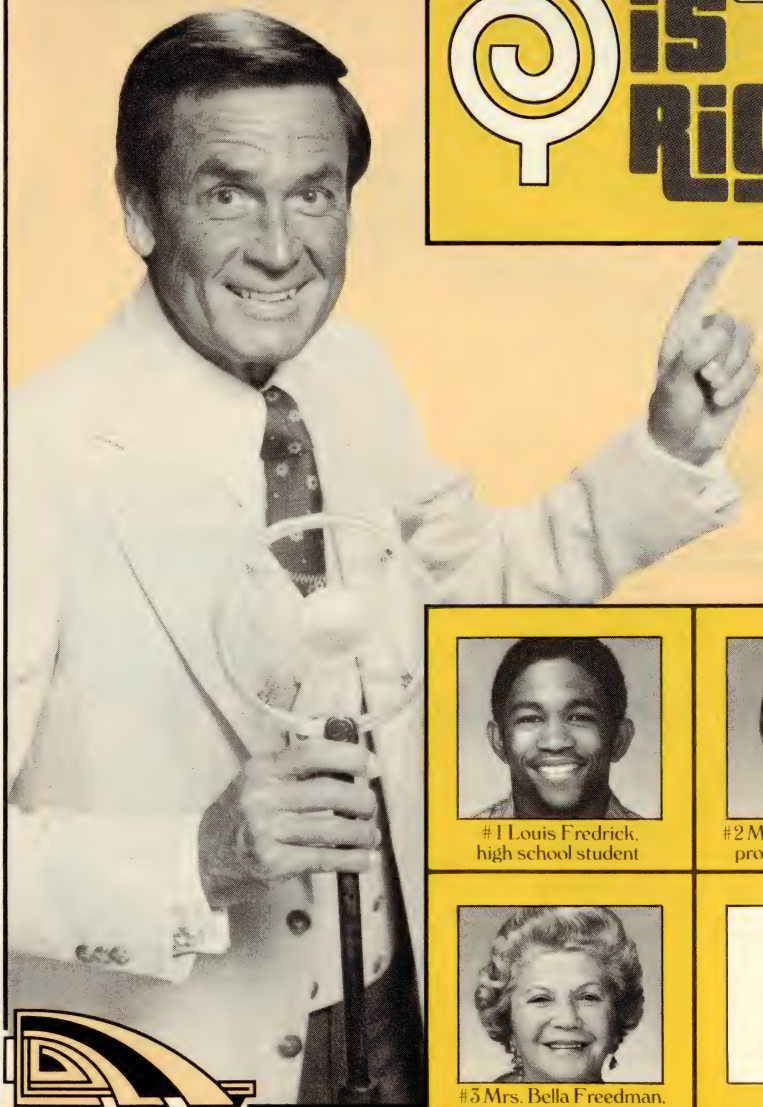
YOU all know how to play the game, don't you? Contestants try to win prizes by guessing closest to the actual retail selling price of commercial products. Today's format is a little different from our usual program, however, in that contestants will not be guessing the current prices, but rather the



1929 prices of the items we have selected. That's right, what did these items cost fifty years ago today, just before the great Stock Market Crash on October 29.

"Our four contestants today are Louis Fredrick of Brooklyn, New York; Mrs. Gloria Rosenthal of Valley Stream, Long Island; Mrs. Bella Freedman of North Miami, Florida; and each of you at home who'd like to find out how you would have done against the other three. Louis, Gloria, and Bella have already made their best guesses of the 1929 advertised retail cost of each item. You can compare your guesses with theirs, and with the actual 1929 cost, in the Answer Drawer. There's no penalty today for going over the retail price. The closest guess wins.

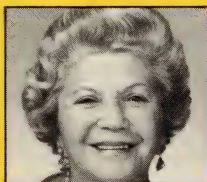
"Okay, now on to the first item." Answer Drawer, page 105



#1 Louis Fredrick,
high school student



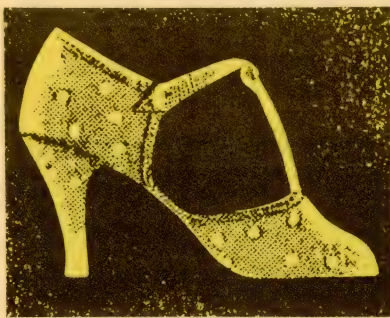
#2 Mrs. Gloria Rosenthal,
professional contestant



#3 Mrs. Bella Freedman,
grandmother



#4 You



1. Ladies, you'll love these new Barefoot Fashions from Saks-Fifth Avenue. This pair of high heel Le Touquet Oxfords are made of pierced white suede and beige kidskin. A comfortable evening shoe that's right in vogue.



3. For that occasionally upset stomach or acid indigestion, a 5-ounce bottle of Phillips Milk of Magnesia works wonders as it coats the stomach with soothing protection.



6. Next we have a one-pound box of Whitman's Prestige Chocolates, a scrumptious assortment of Prestige specials, decoratively packaged in a metal chest. Whitman's—the company famous for their fine candies for 87 years.



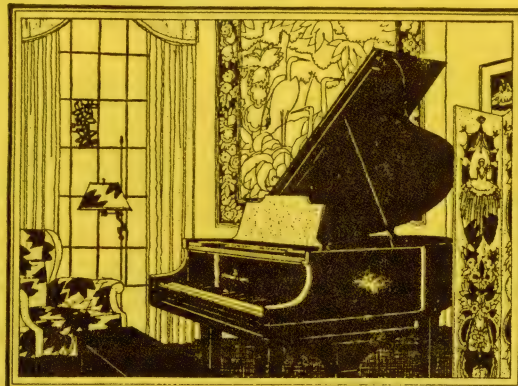
4. This standard model vacuum cleaner from General Electric has all the detail of construction necessary to clean the house thoroughly with minimum effort.



7. Here we have a round-trip ticket for two between New York and Los Angeles by Transcontinental Air Transport. For comfort, take the TAT air-train service from coast to coast—plane by day, train by night—and cut your travel time in half...to 48 hours.

A popular new STEINWAY

THE INSTRUMENT OF THE IMMORTALS



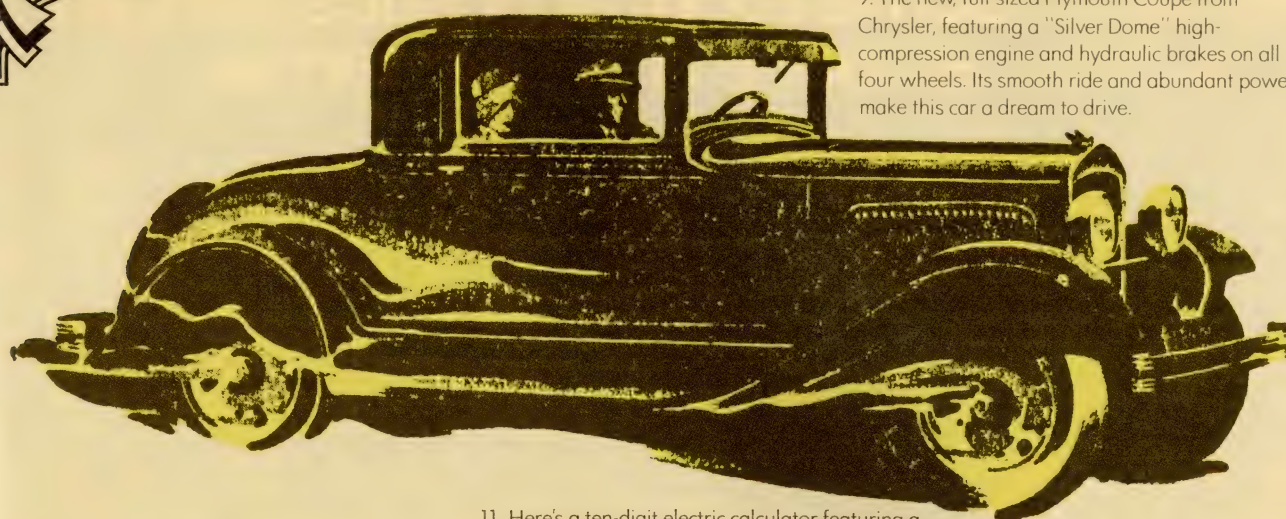
2. Here we have a beautiful Steinway Ebonized Baby Grand Piano from M. Steinert & Sons. Only five feet seven inches long, this new piano retains the tone and response of a true grand piano.



5. A one-mile ride in New York City in a brand new Paramount Taxi Cab is luxury at its finest. Paramount takes you right where you want to go in both comfort and style.



8. One can of delicious Campbell's Tomato Soup—what could be more nutritious or economical than a steaming cup of soup served with lunch? And who makes it better than Campbell's, makers of 21 different soups.



9. The new, full-sized Plymouth Coupe from Chrysler, featuring a "Silver Dome" high-compression engine and hydraulic brakes on all four wheels. Its smooth ride and abundant power make this car a dream to drive.



10. Two rolls of famous Scott-Tissue, the completely absorbent, chemically pure bathroom tissue from the Scott Paper Company.



11. Here's a ten-digit electric calculator featuring a new key mechanism which virtually eliminates errors due to incomplete key strokes. From Burroughs, the Adding Machine Company.

12. For keeping up-to-date on politics, cultural events, and the sporting and fashion scenes, there's nothing better than a current copy of *The New Yorker* magazine.



13. And now a package of Lucky Strike cigarettes from the American Tobacco Company, who blend fine tobaccos using their unique "toasting" process for that extra special flavor.



14. From Westclox, makers of fine pocket watches and elegant clocks for 40 years, we have the Pocket Ben, a nickel-plated timepiece of distinguished reliability.

15. Our last item today is a 10-ounce bottle of Vitalis. A dry scalp is often the cause of baldness. To prevent this and also relieve dandruff, use Vitalis, from Lewis Brothers.



DRY

scalp is often the cause!



OF poor hair, falling hair and premature baldness. Take care of your scalp with **VITALIS**—a pure vegetable oil preparation that retards falling hair, relieves dandruff and dresses the head in a youthful way. The smartest men and women in New York are using—

VITALIS

LEWIS BROS. ~ Chemists ~ NEW YORK

The Bose® 901® Series IV: A new approach to room acoustics creates a major advance in performance.

It's well known that living room acoustics are a major factor in how any speaker will sound in your home. Recently, an ambitious Bose research program analyzed speaker performance in dozens of actual home listening rooms. The study showed that, while rooms vary greatly, their prin-

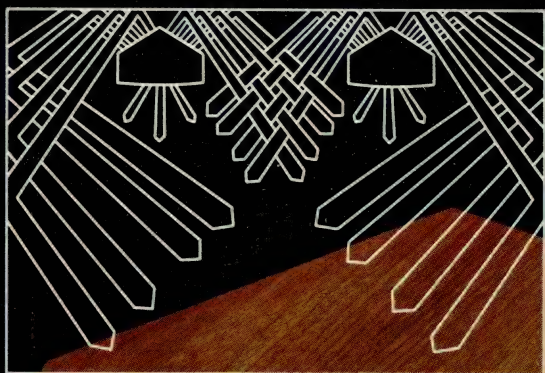
cipal effects can be isolated to specific types of frequency unbalances.

Based on this research, the electronic Active Equalizer of the new Bose 901® Series IV speaker system has been totally redesigned. New controls allow greater capability for adjustment of room factors

than conventional electronics, and make possible superb performance in almost any home listening room.

These new room controls also let us develop a basic equalization curve with no compromises for room effects, allowing still more accurate tonal balance. In addition, an important improvement in the design of the 901 driver makes possible even greater efficiency and virtually unlimited power handling.

These innovations combine with proven Bose concepts to create a dramatic advance in performance: in practically any listening room, with virtually any amplifier, large or small, the 901 Series IV sets a new standard for the open, spacious, life-like reproduction of sound that has distinguished Bose Direct/Reflecting® speakers since the first 901.



The 901 Series IV Direct/Reflecting speaker creates a life-like balance of reflected and direct sound.



BOSE®
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Covered by patent rights issued and pending.

The Devil's Fold

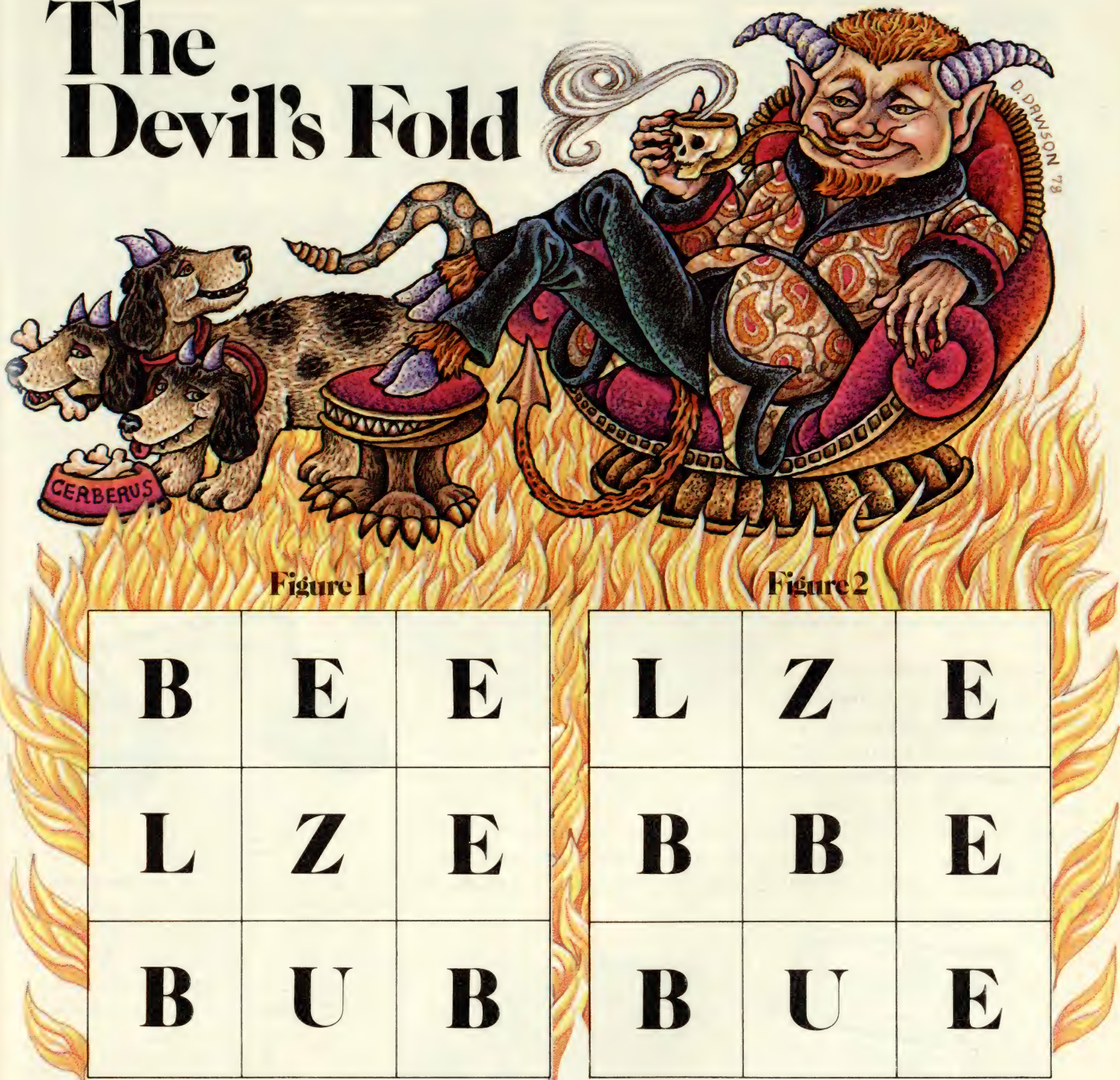


Figure 1

Figure 2

B	E	E
L	Z	E
B	U	B

L	Z	E
B	B	E
B	U	E

Beelzebub is the name given by Milton, in *Paradise Lost*, to a fallen angel who ranks second only to Satan himself in infamy. To those who are prepared to meet him "square on," he poses two diabolical challenges, one difficult and one extremely difficult.

First, the (ahem) warmup: Prepare a sheet of paper as shown in Figure 1. To make this problem more manageable, better letter both sides of the paper, but take care to mark each square with the *same* letter on front and back. Use a large sheet of paper and be sure the boxes are perfect squares. Your task is to fold it along the lines, in any sequence and in any direction, to form a packet whose nine leaves spell, *top to bottom*, B-E-E-L-Z-E-B-U-B.

Oh, so you noticed? Three B's and three E's. "The

devil," you say! "It ought to be simple." It isn't.

Figure 2 is the more fiendish challenge. The same rules apply, but this time you'll need to reverse folds already made, and even tuck one part of your fold into another.

Fair Warning: If you value your sanity, don't take the second problem too seriously. (Save it for a cocky friend.) It *is* solvable, but we just can't imagine that anyone is going to get it, and we present it here simply as a curiosity. In fact, you'll be ahead of the game if you can even *follow* the folding instructions given in the Answer Drawer.

These puzzles were created by—you guessed it—a professor of theology, Robert Neale. □

Answer Drawer, page 103

Lenny Little! Or was it Lucy Tumble? Or was it one of the other 17 suspects? When you play **Electronic Detective** it's up to you to find out.

YES

"I was with these suspects"

"I was at the . . ."

R Art Show	d Docks
b Theatre	E Embassy
C Card Party	F Factory

a "I was Uptown"

b "I was Midtown"

c "I was Downtown"

d "I was on the West Side"

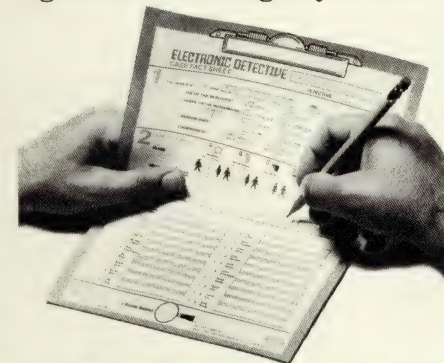
e "I was on the East Side"

Electronic Detective is the computerized who-done-it game that combines advanced computer logic and human deductive reasoning. And this game's sophisticated computer can create over 130,000 different mysteries. So you're virtually guaranteed a different game every time you play.



Like any good detective you solve a case by analyzing a tangled web of information. In Electronic Detective you gather clues by using the computer to grill suspects, and just like a real detective you keep your notes on a Case Fact Sheet. Sometimes you get lucky and the suspects give you just the information you need, other times they're much more tight-lipped. Nevertheless, opportune questioning and solid logic should lead you to the solution before your opponents. But, before you make an accusation, be careful.

Win or lose, the crime stays in the computer's memory bank until the game is turned off. You can improve your detective skills by going back and rechecking clues for as long as you like.



So if you're the kind of person who always thinks they know who-done-it, get Electronic Detective. (And here's a hot tip: you can get Electronic Detective wherever Ideal Toys are sold.)



IDEAL

ELECTRONIC DETECTIVE®

A Games Contest

TIME CAPSULE

The Great 1980 Prophecy Competition



My prophecy is _____

Name _____

Address _____

City _____ State _____ Zip _____

All entries must be postmarked by midnight, December 31, 1979.

Clip or copy this entry blank and mail to **1980 Prophecy Competition, Games Magazine, 515 Madison Avenue, NY, NY 10022.**

All entries become the exclusive property of Games Magazine. No submissions will be returned.

Photo by Stan Felleman

Five Grand Prizes

A crystal ball from Tiffany's.

Who could have predicted that two popes would die within two months and the third be a Pole!? that a young heiress would run with terrorists and rob banks!? that a hit movie about a "Pennsylvania-size" nuclear disaster would open a few days before Three Mile Island made news!? or that the whole Watergate cover-up would turn out to have been recorded on tape, and by the chief himself!?

In retrospect, these events are plausible simply and only *because they happened*; if anyone had seriously predicted them in public, he'd have been ignored at best, and more probably tarred, feath-

ered, and straitjacketed.

As the New Year looms ahead of us, we can't resist wondering what inconceivable new surprises may be in store. Gazing deeply into our crystal ball we can see it all now: Reggie Jackson is elected President on the moderate anarchist ticket and Billy Martin is drafted as his VP; Québec secedes from Canada and becomes an overseas province of French Guiana, which itself was liberated early in the year during the two-day Loincloth Rebellion and Foodfight; Southern California earthquake reveals vast new oil deposits and creates sea-level canal clear to Brownsville, Texas—nobody is hurt, cleanup brigades reduce unemployment to .001 percent; finally, and inexplicably, there is peace on earth and every-

body is happy for two weeks in August.

Those are *our* predictions for 1980. How about yours? Fill in the entry blank on this page and see that it is postmarked by midnight, December 31, 1979. We'll take all the entries, still sealed in their envelopes, to a safe deposit box at Citibank, Park Avenue and 53rd Street, New York City, and leave them there for the duration of 1980. On January 5, 1981, we'll retrieve the entries as soon as the bank opens for business, no doubt with great public fanfare. Grand Prizes will go to the five people who, in our opinion, most successfully predicted outrageously surprising events that actually came to pass in 1980. A full report, with a lot of honorary booby prizes, will appear soon thereafter in *Games*.

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your pieces over numbered squares on the board; highest score wins. Very simple. But the strategy is maddening!

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THE SNAKE

Double-Crostics

And the Grand Old Ladies Who Made Them Famous

by Nora Ephron

It is one of the great surprises of my adult life that I am not particularly good at doing the Double-Crostic. When I was growing up, I thought that being able to do the Double-Crostic was an adult attribute, not unlike buying hardcover books, and that eventually I would grow into it. My mother, who was indirectly responsible for this misapprehension, was a whiz at Double-Crostics and taught me how to do them. In those days, the Double-Crostic was available through three sources: every week in the *Saturday Review*, every other week in the *New York Times Magazine*, and twice a year in a Simon & Schuster anthology containing fifty or so new puzzles. The first two puzzles in each anthology were geared to beginners—to idiots, to be more precise—and I could usually solve one of them in about a month, using an atlas, a dictionary, a thesaurus, a Bartlett's, and an occasional tip from my mother, who would never have been caught dead using any source material at all. There are many things I will never forgive my mother for, but heading the list is the fact that she did the Double-Crostic in ink.

Back then, the Double-Crostic was called the Kingsley Double-Crostic after Elizabeth S. Kingsley, who invented the form and eventually passed the puzzle-making on to Doris Nash Wortman. I had a very clear idea of what Mesdames Kingsley and Wortman looked like: jolly fat gray-haired ladies with large bosoms and cameo brooches and voluminous silk dresses covered with little flowers. As it turns out, I was right. Mrs. Wortman was succeeded in 1967 by one Thomas H. Middleton, and until I began researching this article, I had always imagined that he was Mrs. Wortman's loyal disciple, a faithful fan who had spent years corresponding with her and sending in his own constructions to be printed in the fans section in Double-Crostic anthologies. Presumably he had been rewarded upon her death with the

puzzles. As it turns out, I was wrong. He got the job by being Norman Cousins' brother-in-law.

I called up Thomas Middleton the other day to find out about his life. He told me that he lives in Brentwood, in Los Angeles, that he is an actor and can currently be seen in a Life Savers commercial, and that George C. Scott loves Double-Crostics. He said he constructs 175 puzzles a year himself and in addition writes a column on language for the *Saturday Review* in which he has twice tackled the subject of "hopefully." "My feeling is that 'hopefully' is here to stay," he said. In short, it wasn't much of a phone call,

Elizabeth Kingsley's first Double-Crostic (1934) appears on page 42.

and I came away with the impression that Middleton regards the making of Double-Crostics as a job, not a passion. This made perfect sense—ever since he took them over, I have regarded the *solving* of Double-Crostics as a job, not a passion—but it hardly seemed fair. In any case, I got quite sentimental about Elizabeth Kingsley and Doris Nash Wortman, about whom I knew next to nothing, and set about learning a bit.

Elizabeth Seelman Kingsley was born in Brooklyn in about 1878 and grew up working scrambled-word puzzles in *St. Nicholas* magazine; after graduating from Wellesley in 1898, she became an English teacher until her marriage. During the national crossword-puzzle binge of the 1920s, she worked several crosswords and then remarked: "How futile! There is a certain fun in the thrill



Pach Brothers/Wellesley College Archives

Mrs. Kingsley worked out her puzzles using anagram blocks on a piece of felt. She was often referred to as Queen Elizabeth.



Smith College Archives

Doris Nash Wortman occasionally irritated her puzzlers by using made-up expressions in order to use up the left-over letters.

names of her famous fans, who included Elmer Rice, Ogden Nash, and Frank Sullivan. Helen Barrow, who designed the puzzle books for Simon & Schuster, saved several of Mrs. Kingsley's letters; in them she complains about her harried life: she was constructing some 200 puzzles a year, and it wasn't getting any easier. Finally, in 1952, Queen Elizabeth retired—she died in 1957—and she was succeeded by Princess Doris.

Doris Nash Wortman, born in New Jersey in 1890, was a Smith graduate and past president of the National Puzzlers' League. She worshiped Mrs. Kingsley; she had been proofreading Double-Crostics for her since 1939, when she had submitted an extremely complicated construction—a valentine to her husband, Elbert—to a fans section. On the evidence, she appears to have been among the most good-natured of women who ever lived. Her puzzles had a light-hearted quality Mrs. Kingsley would never have tolerated; she introduced modern writers and witty quotations and definitions. Her fans sections contained lovely tidbits about each of her correspondents; she was a gracious, chattering den mother to her troop. Her letters and book introductions are positively ebullient. "WOW! What an ad!!!" she wrote Helen Barrow when the fiftieth Double-Crostic anthology was published. "Everyone thinks Series 50 utter, especially I!"

Mrs. Wortman lived in Jackson Heights, Queens, with Elbert, a sometime advertising man, and according to her daughter, DeNyse Pinkerton, she worked all the time. "She started at five A.M. and worked until eleven P.M.," said Mrs. Pinkerton. "It was ghastly. The worst part was my father. He had one glorious failure after another. She really paid the rent, and he made her make him a three-course dinner every night." Mrs. Wortman earned about fifteen thousand dollars a year.

Doris Nash Wortman had only two problems. One was Elbert. The other was that she occasionally irritated her puzzlers by using made-up expressions in order to use up the left-over letters. Once, for example, she printed a definition reading, "The corn is evidently higher than Hammerstein thought." The answer was "giraffe's eye." Also, Mrs. Wortman had an unfortunate tendency to let her politics seep into her puzzles. Laura Z. Hobson, the novelist and author of *Gentleman's Agreement*, was a Double-Crostic solver; one day, while having lunch with *Saturday Review* editor Norman Cousins, she brought up the subject of Mrs. Wortman's leanings.

As Mrs. Hobson recalls it: "I said,

of the puzzle, to be sure, but what is the goal?" A few years later, at a Wellesley reunion, she became so disturbed at the undergraduates' enthusiasm for James Joyce and Gertrude Stein that she determined to do something about it. "Suddenly it dawned upon me," she said years later, "that a puzzle which stimulated the imagination and heightened an appreciation of fine literature by reviewing English and American poetry and prose masters would be a puzzle *with* a goal." Thus was born the first Double-Crostic, and in 1934 Mrs. Kingsley sold her first puzzle—and the rights to the name—to the *Saturday Review of Literature*. Her puzzles relied heavily on the works of Shakespeare, Keats, Defoe, and the like, and utterly shunned Joyce, Stein, and any other writer she thought of as less than a master.

Mrs. Kingsley, who was widowed, lived for many years in the Henry Hudson Hotel in Manhattan, where she worked out her puzzles using anagram blocks on a piece of felt. She earned about ten thousand dollars a year—not a great deal, even for a small-scale literary heroine, which in a way she was. She was often referred to as Queen Elizabeth, and various Double-Crostic fans fussed over her; Arthur Hays Sulzberger invited her to lunch at the *New York Times*, and Philip Hamburger profiled her in *The New Yorker*.

She told Hamburger that *h*'s were the bane of her existence, with *f*'s and *w*'s close behind; these letters were constantly left over and she was constantly forced to do something with them. "Powwow" was a favorite answer; "tow-row" set off a terrible fracas among her fans. Once, a reader wrote in to accuse her of an overwhelming affection for Vedic divinities. "Vedic divinities are not a spontaneous choice for definitions," Mrs. Kingsley replied. "They are a godsend after hours of juggling. If you were constructing a puzzle and had letters left over and they made a Vedic divinity, what would *you* do?" Mrs. Kingsley carried a notebook with her and was constantly jotting down words that might someday come in handy. She told Philip Hamburger: "Here's a 'wow-wow.' A lovely thing! Four *w*'s! 'Hiwi hiwi.' What a word! Means a small marine fish in New Zealand. And 'chiffchaff'—just an English bird. All my people need do is look up 'chiffchaff' under 'willow wren.' Ah, yes! 'Dingdong.' And 'omoo,' a romance in the South Seas. Don't tell *me* people aren't better educated for knowing these things!"

In her later years, Mrs. Kingsley became a small-scale prima donna. According to Margaret Farrar, the grand old lady of the *New York Times* crossword puzzle, she talked of nothing but Double-Crostics. She dropped the

'Say, Cuzz, doesn't anybody edit those things?' 'Why, L.H., what's wrong?' he said. I told him that that very week there was a clue that said, 'Describing some of the people in the South,' and the answer was 'blacks and tans.' He blanched. For the *Saturday Review* to talk about blacks and tans! I gave them other examples. One thing she frequently did was to have the definition indicate a noun though the answer was a participle. Once, for instance, she had used 'A gift for an institution' and the answer was 'endowing' instead of 'endowment.' It was just sloppy. Cuzz was appalled and asked me to edit the puzzles, and I have done it ever since. Twice I asked her to kill puzzles completely. One of the quotes was anti-labor, and the other was a John Masefield poem on the death of President Kennedy. I don't think that's what you expect to come across in a puzzle. In my opinion she was nowhere as good as Mrs. Kingsley."

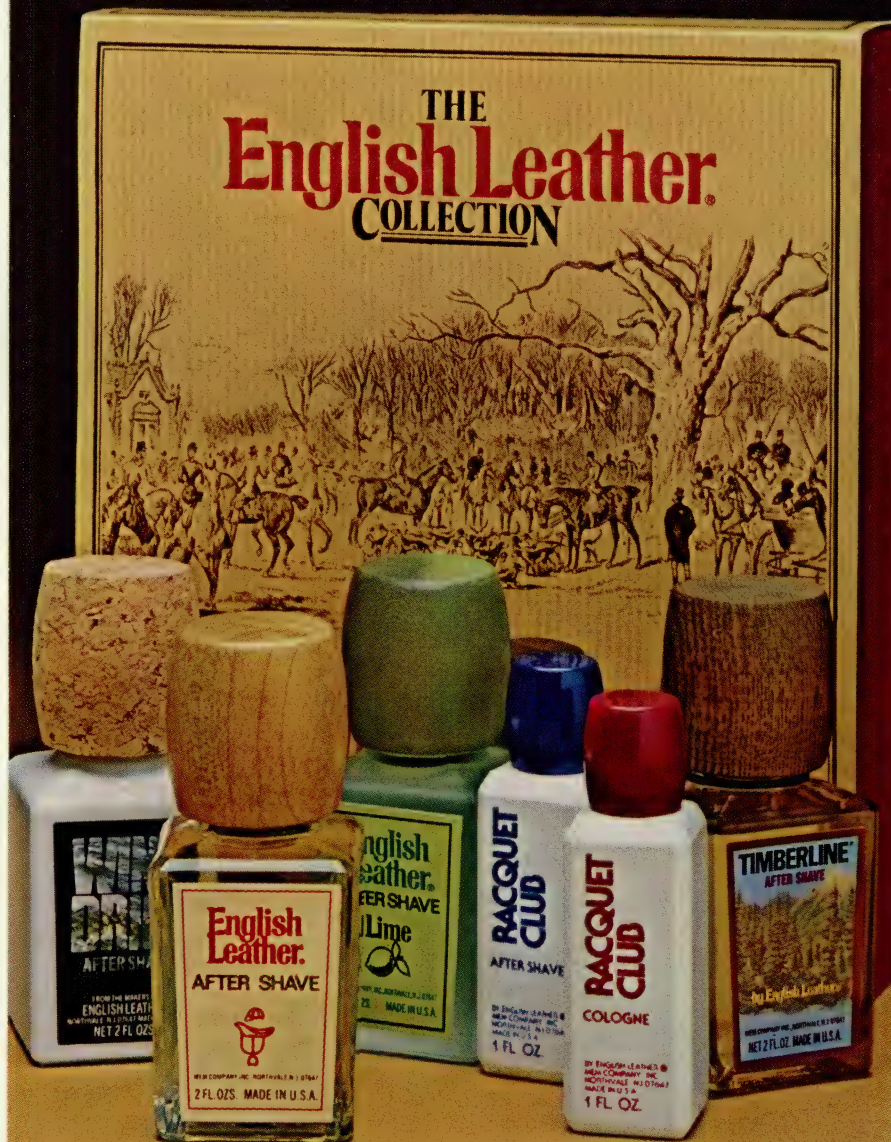
After Mrs. Wortman's death, Elbert decided to carry on the puzzles—something even his wife had thought he was not equipped to do. He began lurking in the offices of the *Saturday Review* with sample puzzles. He claimed he had done all his wife's work. He threatened to sue. "It was somewhat sticky," says Norman Cousins. A few fans had submitted tryout puzzles; in addition, Cousins contacted his sister's husband, and asked him to take a crack at it. Laura Hobson judged the entries, voted for Middleton, and that was that.

Mrs. Hobson thinks that Tom Middleton does a bang-up job, and so does Margaret Farrar. I think he prints too many definitions that require looking up, too many arcane musical comedy references, and too many quotes that are not as felicitous as he thinks. There is a glorious point in the working of a Double-Crostic when the puzzle falls together, you see what the quote is going to be about, and you realize who the author is—and that moment is not so glorious when the quote is from *Phyllis Diller's Marriage Manual*.

I see that I am on the verge of blaming Thomas Middleton for my ineptitude at his puzzles, and I suppose that really isn't fair. I still like Double-Crostics. I sit with my dictionary and my atlas and eventually I solve them. In pencil. Erasing a lot. Still, I long for a giraffe's eye or two, and I remember the time Mrs. Wortman's definition said: "This really ought to be next to a church," and the answer was "laundry." That was nice. I miss it.

Double-Crostics is from the book *Scribble Scribble* by Nora Ephron. Copyright © 1975, 1976, 1977, 1978 by Nora Ephron. Reprinted by permission of Alfred A. Knopf, Inc. This story first appeared in *Esquire Magazine*.

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Rich Lights

from Viceroy



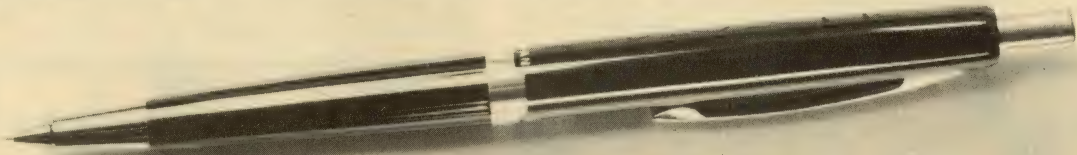
There's never been a more satisfying switch.

The rich low 'tar.'

9 mg. "tar", 0.8 mg. nicotine av. per cigarette by FTC method.

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

PENCILWISE



Edited by Will Shortz

Illustrations by Mary Tiegreen

X-Word Puzzle

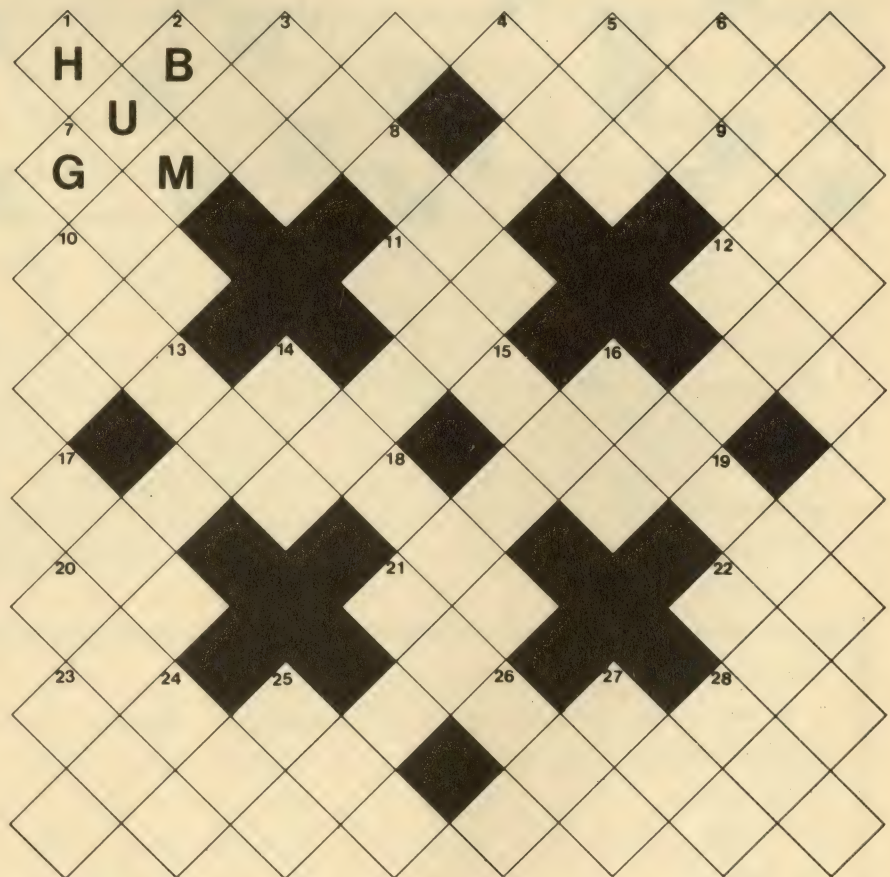
A Cryptic Crossword

by Will Shortz

The answer to each clue is a six-letter word, and it is to be entered in the diagram in the shape of a *cross*. We have filled in the answer to number 1, HUMBUG, as an example. The word starts in the box corresponding to its clue number, proceeds from upper left to lower right, and then crosses upper right to lower left. Words will not otherwise be formed in the diagram.

Each cryptic clue, as usual, contains a definition or direct reference to the answer, *and* a second description of the answer through wordplay. For the example filled in, HUM is "To sing," BUG is "To annoy," and "So says Scrooge" suggests the whole, HUMBUG. Other words may or may not break so neatly into two equal parts! Answers include one uncommon word (no. 4) and one variant spelling (no. 16).

Answer Drawer, page 103



CLUES

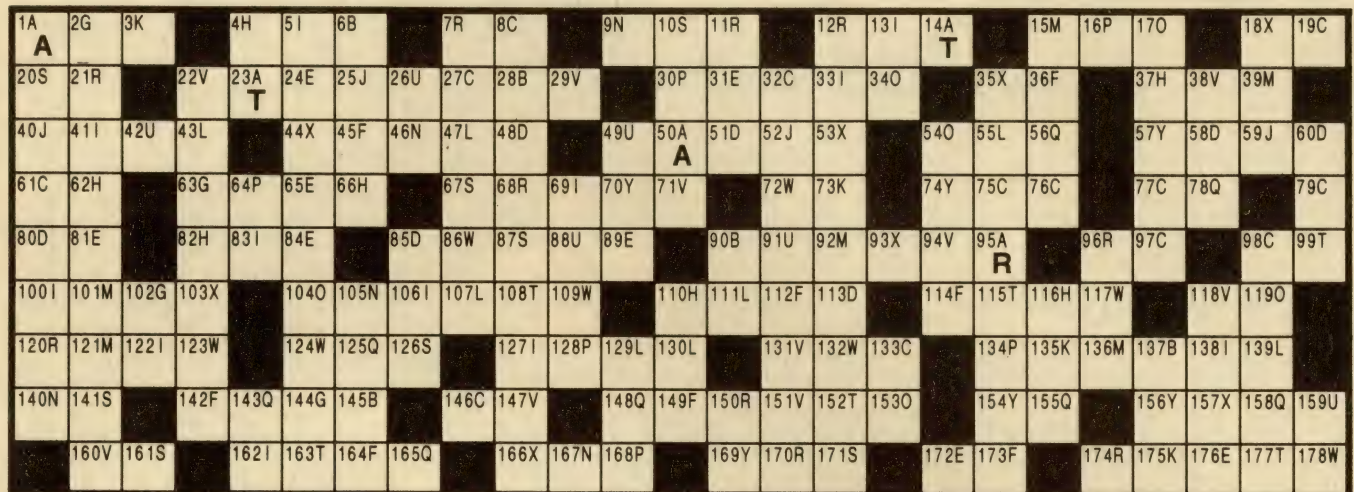
- | | | |
|---|--|--|
| 1 "To sing? To annoy!" So says Scrooge. | 10 Resort city is rebuilding saunas. | 19 Sailor with a light brown plaid. |
| 2 The lower part of banner's front and back reading, e.g., "Don't Tread on Me." | 11 Poor Clara's knave. | 20 Note from the landlord? |
| 3 Tidy bite misses tail ends of morsel. | 12 Burn \$ to start company (in the end I will leave rich!). | 21 Left in a tossed salad east of Fort Worth. |
| 4 Twice Tom returns the tropical bird. | 13 First tennis player put head of racket into chop. | 22 From northeast a cardinal approached. |
| 5 Male is female—he is tagged "unsuitable person." | 14 Wrongly revile the woman who covers her face. | 23 Beat for the leading parts in Rock Hudson's young Thomas Hardy movie. |
| 6 The monks have chickens for barbecuing, I hear. | 15 Reverse a pastry's layers. | 24 Athletic girl's vault gets a "zero" at the athletic center. |
| 7 Ma sang rock 'n' roll to the meter reader. | 16 Anaesthetic for the ear infection. | 25 Fragrant medicine for a lamb's injury. |
| 8 Physician way out around Connecticut. | 17 Oddly, Peter Lawford's first bird. | 26 Non-expert in Malay manners. |
| 9 TV program shown in nurseries. | 18 Finland's mostly away from the ocean. | 27 After April 30th, hel-l-lp! |
| | | 28 Listener enters thirsty and cheerless. |

The First Double-Croctic Ever

by Elizabeth S. Kingsley

The puzzle below, the world's first published Double-Croctic, appeared in *The Saturday Review of Literature* for March 31, 1934 (see story on page 37). To solve: Answer the clues for words to be entered on the numbered dashes. Transfer the letters to the correspondingly numbered squares in the puzzle

grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth from grid to word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the name of the author and the source of the quote.



Answer Drawer, page 105

A. A perfume of roses	A	T	T	A	R
B. Child's game played with cards and numbers...	1	14	23	50	95
C. Light as a feather	145	6	38	90	137
D. Held in high esteem; worshipped	97	8	79	146	98
E. Insubstantial	61	75	77	76	32
F. The business section of a city	27	19	133		
G. Material for bandages	80	85	60	113	51
H. Upholstered backless seat	58	48			
I. A Russian pianist	81	172	31	84	24
J. A drupe with a single seed	176	65	89		
K. Movement of the ocean	112	45	114	164	149
L. To alienate	173	142	36		
M. A mighty hunter	144	102	2	63	
N. Artless, simple	37	4	66	82	110
O. Hebrew god	116	62			
P. Flat, dark image	100	106	33	5	122
Q. Prejudiced (compound)	41	138	69	83	13
R. Significant, unusual	162	127			
S. Not propitious	40	59	52	25	
T. Member of the tribe of Levi	135	175	3	73	
U. Doodle dandy	130	43	129	107	111
V. Watchword (Bibl.)	55	139	47		
W. Uttered a harsh sound	15	121	92	136	101
X. Forceful	39				
Y. To stop the flow	167	9	140	46	105
	119	54	104	17	153
	34				
	134	64	128	168	16
	30				
	155	125	78	148	143
	165	158	56		
	12	96	120	11	7
	170	150	21	68	174
	87	141	171	161	67
	20	10	126		
	177	99	152	163	108
	115				
	42	88	26	159	49
	91				
	22	71	151	118	131
	147	38	94	160	29
	109	86	132	124	72
	117	123	178		
	157	44	93	53	166
	18	35	103		
	156	154	74	169	70
	57				

Illustrated Word Search

by Edith Rudy

Santa Claus has just visited the modern-day Cratchit family and deposited 32 gifts beneath the Christmas tree. The goodies include a computing device for Bob, a pet for Tiny Tim, and—what's this?—a subscription for the whole family to a magazine of puzzles and games?

In this word search puzzle, the picture takes the place of the

usual word list. Identify the presents, and then find them in the letter grid. Each item may appear in any direction—horizontally, vertically, or diagonally, forwards or backwards, but always in a straight line. TOY AIRPLANE is circled as an example.

The actual gift list appears on page 103, if you would like to refer to it.

Answer Drawer, page 105

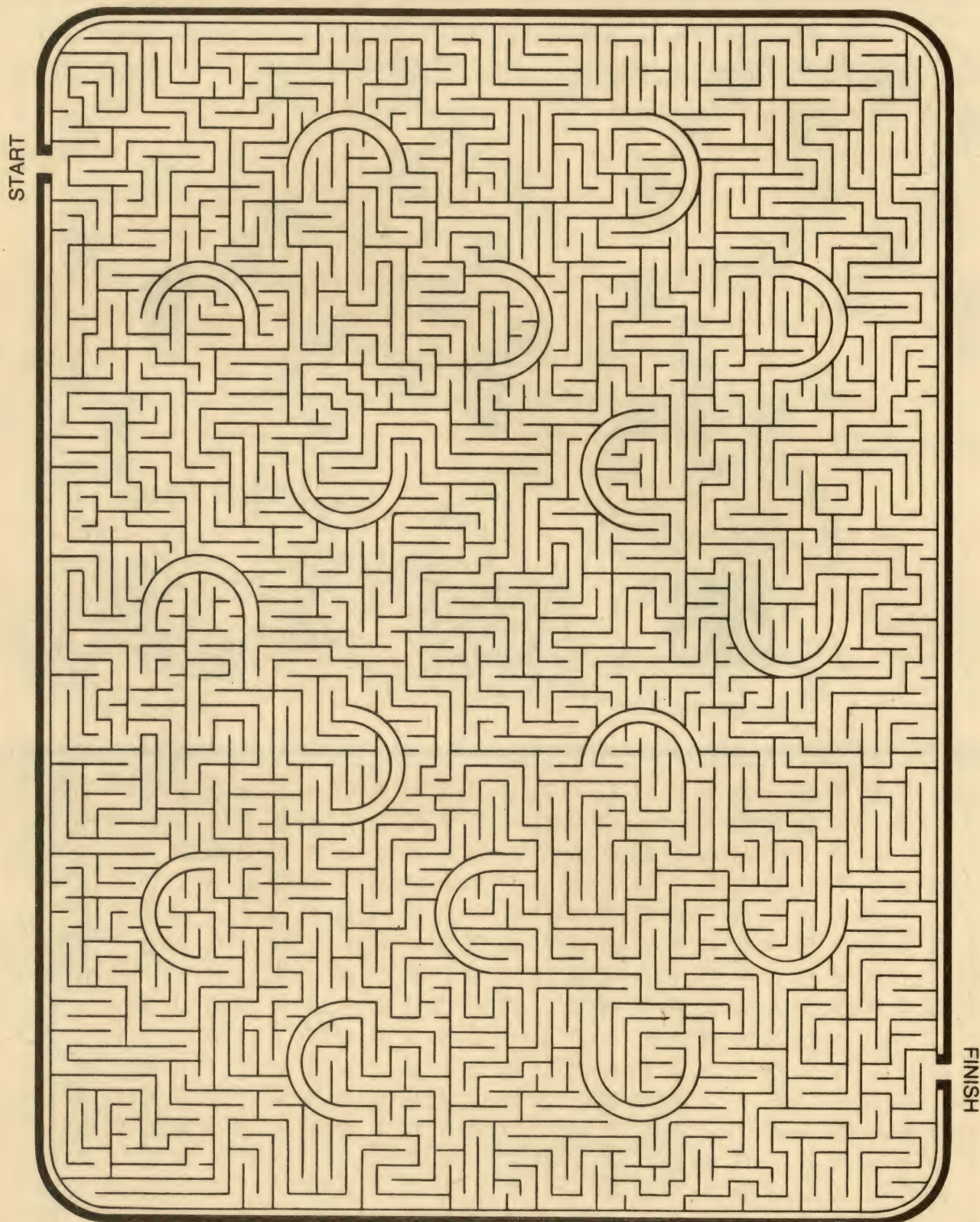


S	S	A	M	T	S	I	R	Y	R	R	O	T	A	L	U	C	L	A	C	H	D	M	E	A	G	R	T	O	Y
O	T	U	F	M	O	R	D	A	L	L	U	S	O	F	T	A	G	R	M	A	E	A	S	A	A	N	U	D	F
F	O	U	M	D	I	T	H	R	H	O	B	B	Y	H	O	R	S	E	E	A	N	N	M	D	X	K	I	E	N
O	W	A	F	F	L	E	I	R	O	N	R	U	D	P	Y	B	E	M	T	I	D	E	S	T	O	H	C	R	T
O	L	I	S	F	H	E	S	F	O	C	R	A	H	A	P	R	P	A	H	P	S	Y	A	O	B	C	E	L	E
T	O	A	S	T	E	R	E	A	T	S	E	O	N	C	B	U	I	C	C	E	H	Y	C	L	C	T	S	E	S
B	A	I	B	M	E	D	R	O	I	D	A	R	O	A	Y	D	P	C	A	L	I	C	U	L	I	A	K	A	S
A	O	T	R	T	C	A	A	K	E	N	M	F	E	R	A	C	U	H	E	S	R	S	S	R	S	W	A	E	S
L	C	T	H	I	O	S	N	N	A	L	F	O	F	F	E	E	R	P	O	T	T	D	W	O	U	L	T	S	E
L	D	E	R	E	T	O	S	S	I	E	F	O	O	N	O	I	S	I	V	E	L	E	T	T	M	B	E	A	H
L	L	S	L	E	D	G	F	A	E	M	M	E	S	H	O	B	E	B	Y	H	P	O	R	S	E	R	S	I	C
C	E	N	R	S	K	A	T	P	E	S	A	M	O	D	E	P	L	T	R	Y	A	I	N	M	D	U	S	I	C
B	O	I	X	N	E	C	O	K	E	N	A	L	P	R	I	A	Y	O	T	L	A	C	E	P	O	I	P	E	P
O	M	O	D	E	L	T	R	A	I	N	I	N	S	P	E	T	T	I	A	B	I	C	Y	C	L	E	P	U	P
P	Y	P	P	R	S	U	E	R	D	I	A	N	E	C	K	L	A	C	E	O	R	C	O	D	L	R	E	R	I

Challenger Maze

by Wayne Williams

A mighty maze! but not without a plan. Alexander Pope, Essay on Man



Answer Drawer, page 106

Diet Substitutes

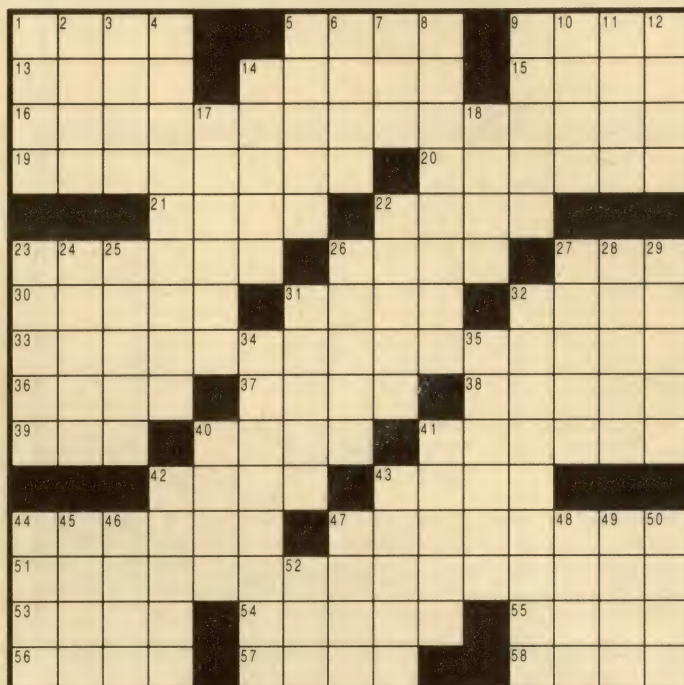
by William Lutwiniak

ACROSS

- 1 Penny ____ (small stuff)
 5 Spiral shape
 9 Discombobulate
 13 Drudgery
 14 Washington Zoo attraction
 15 Sherbets
 16 Flatter, diet-wise!
 19 Summer pest
 20 Crystal-like
 21 Arm bone
 22 Liberty ____
 23 Amen: 3 wds.
 26 Betsy, of the "Stars and Stripes"
 27 Where test tube babies come from?
 30 Islands off Galway
 31 Aficionados
 32 Go back to square one
 33 Golddigger's dream, diet-wise!
 36 ____ gin fizz
 37 Itsy-bitsy
 38 Roman official
 39 Coin, in Kyoto
 40 "____ As Sweet As You Are"
 41 Worse than Narcissus
- 42 On ____ with (equal to): 2 wds.
 43 Verdi opera
 44 Radio interference
 47 In ____ (while not present)
 51 Put on a feast, diet-wise!
 53 Brainstorm
 54 Turnpike turnoffs
 55 Part of QED
 56 Golf gadgets
 57 Sail the seven ____
 58 What Simon does
- 17 Stubborn, like Francis
 18 Troubles
 22 Pretty, in Perth
 23 Cheeky
 24 Ceremonial veil
 25 BLT ingredient
 26 Kind of day to save for
 27 Ushered: 2 wds.
 28 Confuse
 29 Suave screen star Charles
 31 Tuck's title
 32 Bright lusters
 34 Sews on
 35 Make numb
 40 Barbecue rod
 41 Passport stamps
 42 Muscle man Charles
 43 Drives the getaway car, e.g.
 44 *Saturday Night Live* piece
 45 Time's partner
 46 Sheltered
 47 Inter ____ (among other things): Lat.
 48 Scarlett's real love
 49 "Now ____ me down . . .": 2 wds.
 50 Fores' opposite
 52 Tiverton's river

DOWN

- 1 Einstein subject
 2 ____ contendere (Agnew's plea)
 3 Evens the score
 4 Orator's forte
 5 Magna ____
 6 Progression
 7 Ms. Lupino
 8 Generosity
 9 Ultimate
 10 Cards up one's sleeve?
 11 Most Olympian Olympian
 12 Notice
 14 Wet ____ sign



Answer Drawer, page 106

Blacklist

by Gene Traub

If black is beautiful, this is the prettiest puzzle we've ever run. Answer each clue with a name, phrase, or familiar expression that contains the word "black." For example, "Former Su-

preme Court justice" would be *Hugo Black*, and "Fictional horse" would be *Black Beauty*.

Answer Drawer, page 106

- Disreputable family member _____
- Vegas card game _____
- Side dish in the South _____
- Formal wear _____
- Judoist's goal _____
- Airport* actress _____
- Illegal trading _____
- Mount Rushmore range _____
- "Bewitching" Arlen-Mercer song _____
- English pirate _____
- Extortionist's crime _____
- Midwestern hockey team _____
- Exclude from the club _____
- Bachelor's roster _____
- "Shiner" _____
- "Shiner" by profession _____
- Earning a profit _____
- Spider with a bite _____

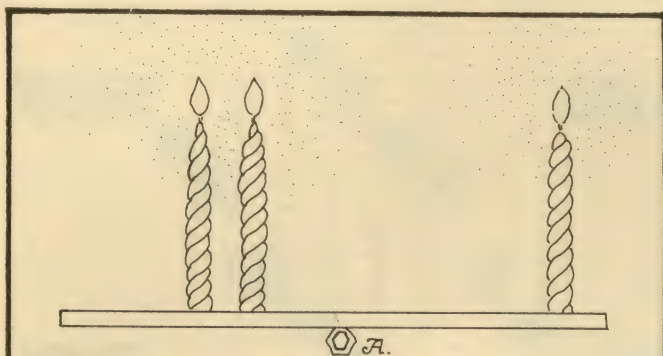
Science Games IOI: Final Exam

by David Webster

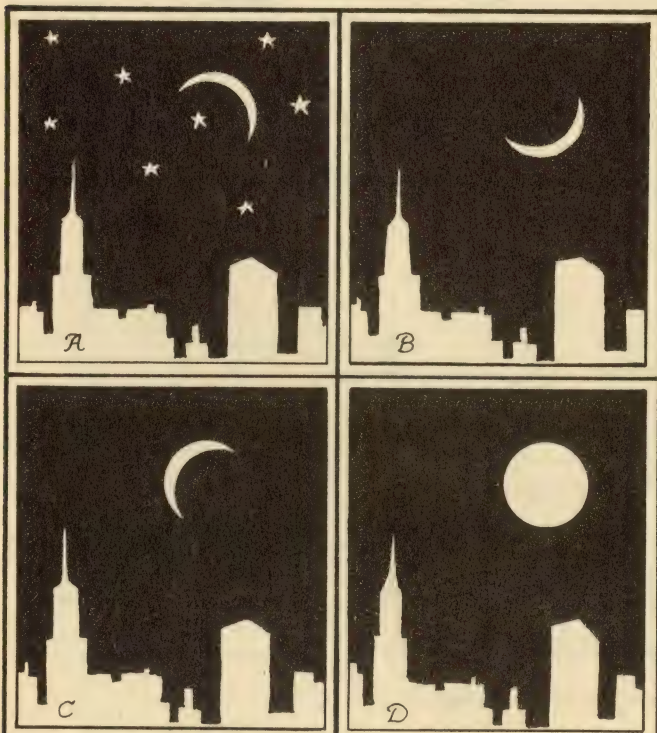
So you haven't a notion how photosynthesis works, and you've forgotten the formula for acceleration due to gravity. No matter—you won't need such textbook knowledge here. This sci-

ence quiz on the evident workings of nature requires only good horse sense and an observant eye. At least, that's what Einstein would have said. A perfect score is 100 points.

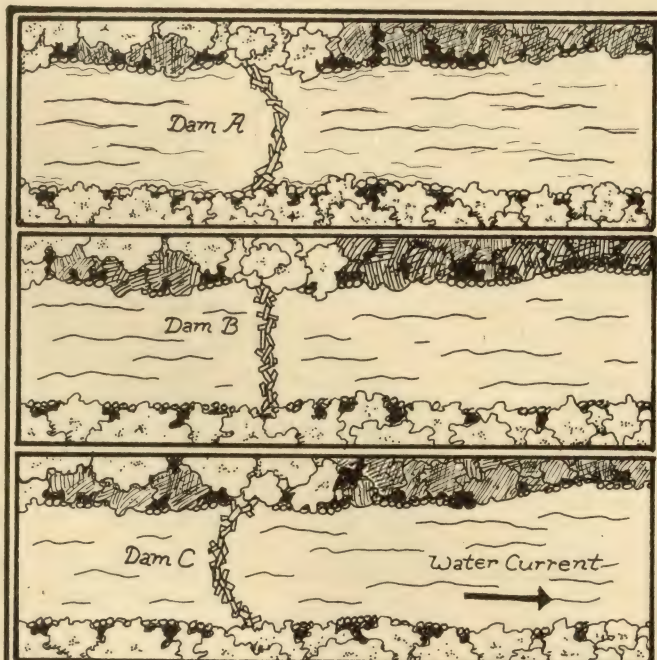
Answer Drawer, page 106



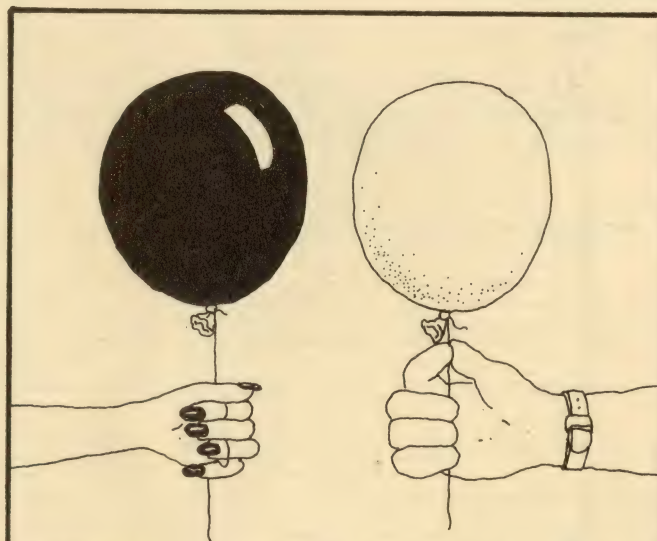
Question 1. (10 points) The stick shown here is balanced on fulcrum A. The three candles on the stick have just been lighted and burn at the same rate. Will the stick still balance after the candles have burned awhile? _____



Question 2. (5 points each, 20 points total) Here are four sketches of the moon in a night sky. Which of these positions can and which cannot occur? A? _____ B? _____ C? _____ D? _____



Question 3. (12 points) Which of these three beaver dams is the strongest. Why? _____



Question 4. (7 points) These two balloons are the same size and are filled with the same amount of helium. Which will rise faster on a sunny day? _____

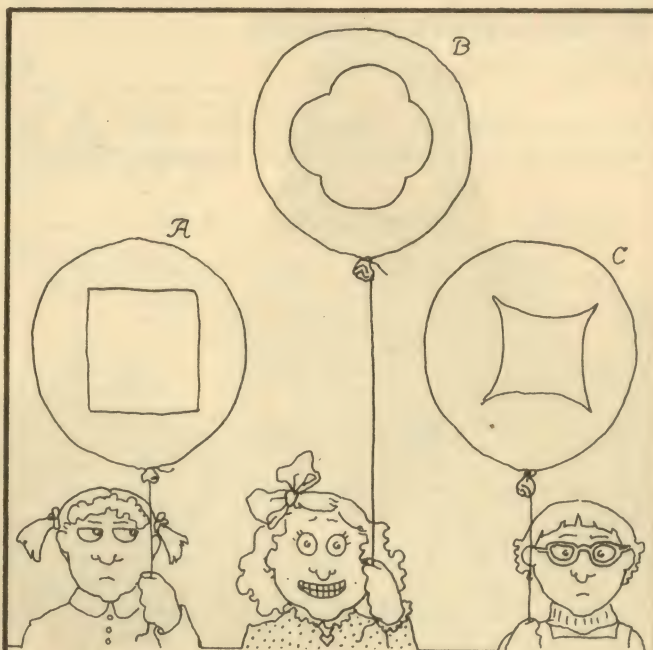


Question 5. (4 points each, 12 points total) A man is walking a tightrope with the aid of a balance bar.

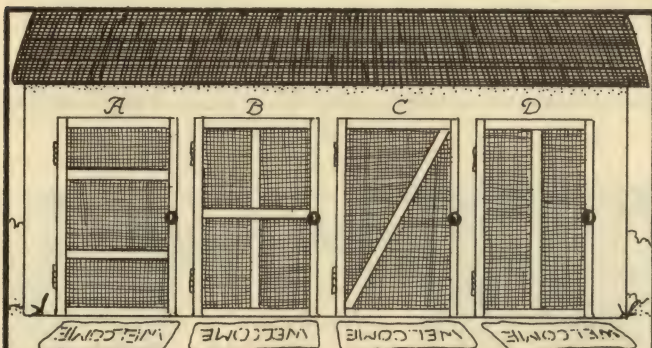
A: Will a long bar or a short one give him better balance?

B: Will a heavy bar or a light one give him better balance?

C: Will a bar that is straight or one that bends down give him better balance? _____



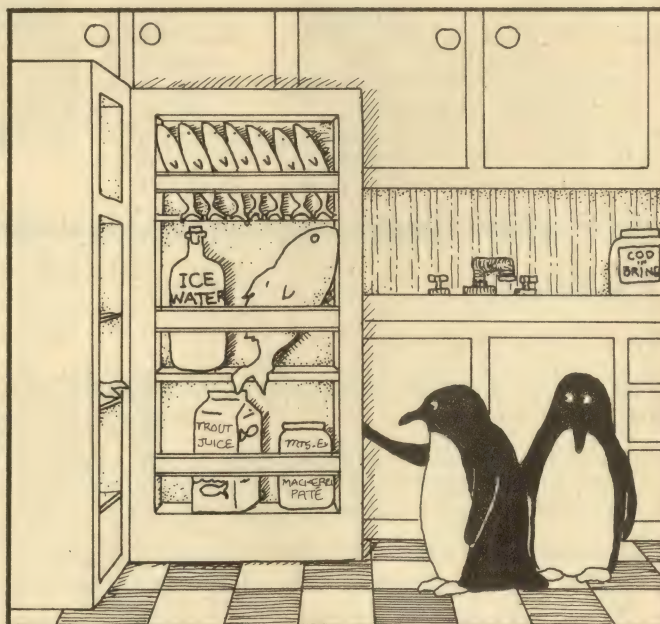
Question 8. (12 points) Suppose you take a felt-tipped pen and draw a square on an uninflated balloon. What will the square look like when you blow up the balloon? _____



Question 6. (10 points) Which bracing for a screen door is strongest? _____



Question 7. (7 points) Which ant is carrying more weight? _____



Question 9. (10 points) Suppose you have a very small kitchen with a refrigerator. Can you cool off the kitchen by leaving the refrigerator door open? Explain your answer.

From the book *Brain-Boosters* by David Webster. © 1966 by David Webster, © 1963, 1965 by Educational Services, Inc., © 1964, 1965, 1966 by The American Museum of Natural History, © 1965 by The Elementary Science Study of Educational Services, Inc. Published by Doubleday & Company, Inc.

Wide Open Spaces

by Merl H. Reagle

For solvers who enjoy crosswords on the challenging side, here is an eye-opening construction by a talented Californian.

ACROSS

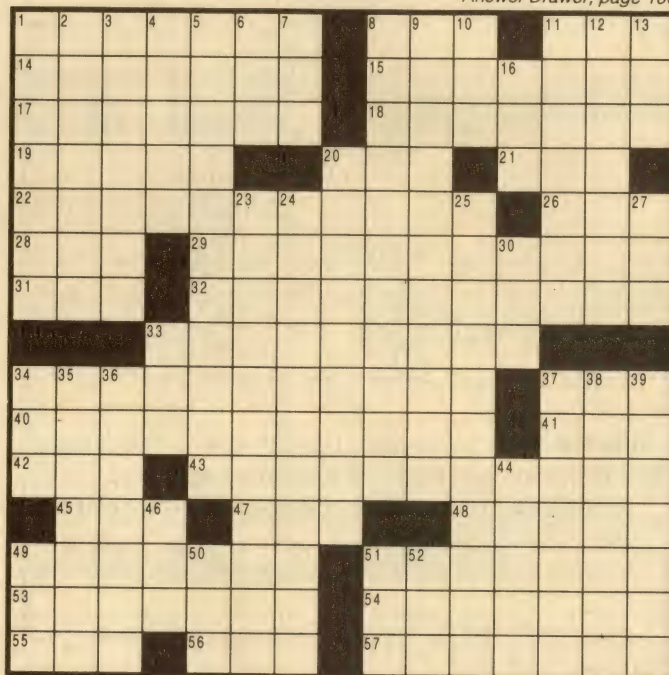
- 1 Typo in a book
- 8 Musical syllable, with "la"
- 11 Worldwide labor grp.
- 14 Indeed!: 2 wds.
- 15 Mountain home of the Muses
- 17 Not blended
- 18 Dorsal portion
- 19 Frogs and toads, to a biologist
- 20 Spanish gold
- 21 President's first name
- 22 People who shorten or simplify
- 26 Shade for a street?
- 28 N.O.W.'s amendment
- 29 ___ flag (signals danger): 3 wds.
- 31 From S.F. to L.A.
- 32 Adding more figures into a mean: 2 wds.
- 33 Repeating
- 34 Out of order
- 37 ___ Van Winkle

- 40 Chaplin classic: 2 wds.
- 41 Brian ____, British rock figure
- 42 Directions on a page: Abbr.
- 43 Oklahoma: 2 wds.
- 45 Uncle Sam's C.P.A.?
- 47 Ointment: Abbr.
- 48 Slave
- 49 ___ *de suite* (and so forth): Fr., 2 wds.
- 51 Like the king of the jungle
- 53 President's last name
- 54 Light winds
- 55 ___ cat (wealthy contributor)
- 56 Ceramic drinking cup
- 57 Clowns of court

DOWN

- 1 Likens; compares
- 2 Joggers
- 3 Brain fissures
- 4 Something a car wears?: 2 wds.

- 5 Galveston's part of the Gulf: 2 wds.
- 6 Utilize
- 7 Squad of TV reruns
- 8 "___ and place for everything": 3 wds.
- 9 Classroom reciter: 2 wds.
- 10 "The Greatest"
- 11 *The Titanic's* undoing
- 12 ___ Lee (Marilyn Monroe role)
- 13 Start of a count
- 16 Ura Hogg's sister
- 20 Performing surgery
- 23 How spelunkers yawn?
- 24 Repenting too strongly
- 25 Does a bootblack's job: 2 wds.
- 27 Hwy.'s center strip
- 30 School subject, with "Lit.:"
- 33 ___ peroba (Brazilian tree)
- 34 Little devil
- 35 Church register
- 36 Fragrant



Answer Drawer, page 106

- 37 See the light
- 38 One who recites
- 39 Dickinson or Millay
- 44 Palindromic belief
- 46 ___ 'em, Rover!
- 49 Santa's helper
- 50 "___ on your life!"
- 51 RMN predecessor
- 52 "... and say that I'll be there ___ long."

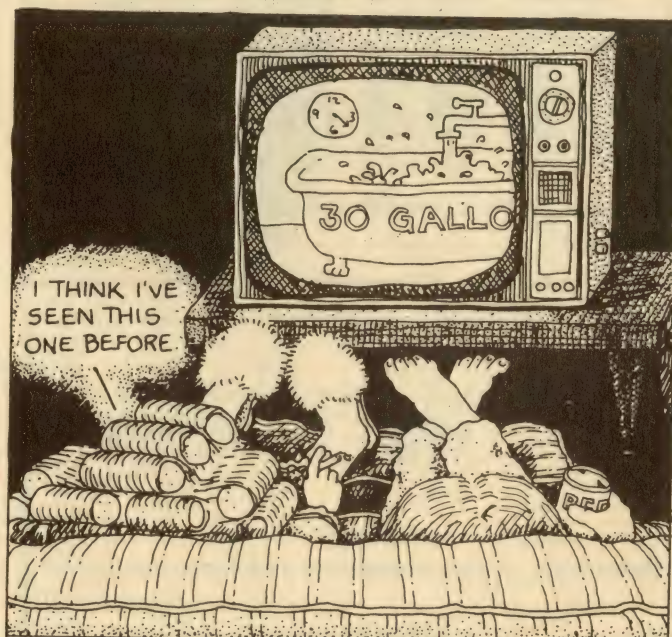
TV Math

by Luther Warm

What television show title is suggested by the answer to each question below?

Answer Drawer, page 106

1. A man has one thin slab of marble in the shape of a square, and four thin slabs of marble in the shape of triangles. Each slab costs \$4,000. What can he construct?
2. A 30-gallon tub is filled with water at the rate of $\frac{1}{2}$ gallon a minute. When will the tub be full?
3. A worm at the bottom of a 13-foot well begins to climb the wall. One hour it creeps up three feet; the next it rests and slips back one. If the worm climbs and rests on alternate hours, beginning at 1:00 A.M., when will it reach the top?
4. A farmer wants to enclose a 400-square-foot area for a live-stock pen. Suppose he spaces his fence posts ten feet from one another. What is the minimum number he will need to complete his pen?
5. A budding mathematician wishes to trisect an angle using only a compass and straightedge. What is your advice?
6. Check here if you peeked at the Answer Drawer. ____



PENCILWISE continues on page 65.

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Shrimp Plant
should look . . .

THE BACK tells you exactly how to
keep it that way!

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- Botanical name and pronunciation
- Specific information on best growth conditions: light, temperature, watering, feeding
- How to propagate
- Tips on correcting special problems

Cards are a big 4 1/2 x 6 1/2 inch size for easy handling, easy reading!

Golden Shrimp Plant
PACHYSTACHYS lutea
This colorful and cheery yellow-bracted plant is the Brazilian tropical in a new corner to the United States. The foliage is dark green with satiny veins which give a quilted effect that is quite striking; however, it is the arrangement of the flowers on the stems—a yellow vase-like—that is the plant's most spectacular feature. The plant grows 12 to 18 inches (30.5 to 46 cm).

Light: High light for growth; very high light for flowering. (near sunny south or east window).
Temperature: 60° to 80° (15° to 26°C). Can tolerate 32° (F) without damage.
Water: Keep the potting mixture moist at all times, but not saturated.
Humidity: Average (25% or more).
Fertilization: Apply monthly during active growth; otherwise apply every 2 months.
Propagation: Tip cuttings or stem segments of 3 to 5 inches (7.5 to 12.5 cm).
Special Care: House back to 6 inches (15 cm) from potting mixture after flowering to stimulate bushiness.
Common Problems: Check for mealybugs at leaf nodes and axils; and scale on stems and undersides of leaves; if present, spray with appropriate pesticide.

SEND NO MONEY! Just fill out and mail the coupon below and we'll send you the first set of Greenhouse Plant Cards, *Foliage Favorites*, to examine for 14 days. We'll also send you your FREE Greenhouse file and all 25 Divider Cards! If not delighted, simply return the Plant Cards and owe nothing — the Greenhouse file and Divider Cards are yours to keep! If you decide to continue in the program, send just \$1.89 plus a small charge for shipping and handling plus local sales tax. Within a month you will receive your second set of Plant Cards and thereafter two sets of cards a month for the next eleven months to complete your 24 sets of informative Greenhouse Plant Cards — all entirely on approval and all for the same low price of \$1.89 plus postage, handling and local sales tax.

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☐ Mrs.
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How to Achieve Total Financial Freedom

A MUTUAL CONCERN. We've never met and probably never will, but I think we share a common interest. That interest is in achieving complete and total financial freedom.

Recently my net worth reached the *magic million dollar mark*, and it only took me 48 months to achieve that.

That might not impress you, but if you had seen me just a few years ago, you might wonder how I did it. I lived in Denver then, in a cramped, tumbled down house at 2545 South High Street. My wife was expecting our second child and we were so broke we had to borrow \$150.00 from a relative just to buy food and pay the rent.

By the way, I know I didn't make a million dollars because of my superior intellect — I barely got through Ames High School (Ames, Iowa) with a C average. I did a little better later on but I soon realized that a salaried job was not the way to become financially free. If you'll stop and think, you'll realize that millionaires do not work 10, 20, or 50 times harder or longer than you.

FINANCIAL FREEDOM. It seems that most people who are charging for financial advice have studied how to "do it" but have never actually "done it" themselves. You will find as you read my formulas, that since I have actually achieved total financial freedom myself, that you will receive from me more than just the motivation to achieve your own financial independence, but a workable step-by-step plan to actually do it.

STEP-BY-STEP. Contained in the work entitled *How To Wake Up The Financial Genius Inside You* are the various formulas which will show you exactly how you can do each of the following:

- buy income properties for as little as \$100 down.
- begin without any cash.
- put \$10,000 cash and more in your pocket each time you buy (without selling property.)
- compounds your assets at 100% yearly.
- legally avoid paying federal or state income taxes.
- buy bargains at one-half the market value.

MORE LEISURE. If you apply these formulas and methods you will find in a very short time, you will be able to do almost anything you care to do, and I think, at that time, you will find as I have, that spending several weeks on the beaches of Hawaii, or on the ski slopes of Colorado, or just sightseeing in Europe, or any other place in the world, you begin to understand what *real freedom* is all about.

Most people think that it would be impossible to do some of the things listed above. For example, to buy a property, and at the same time put \$10,000 (or more) cash in your pocket without selling the property, or to buy a property with little or no cash down.

Believe me, it is possible and fairly simple. This is exactly how most wealthy people ac-



Mark O. Haroldsen became a millionaire in four years because he found a way to harness inflation to his benefit. Now it's your turn! "I've found" says Haroldsen, "that most people just need a specific road map to follow... they can do what I've done."

tually do make 10, 20, or 50 times more money than you do.

YOUR MONEY'S WORTH. While I was struggling on making my first million, I often thought how nice it would be to have the personal advice and counsel from someone like Howard Hughes or J. Paul Getty.

What would I have been willing to pay for this service? I can tell you one more thing for sure, it would have been a lot more than the \$10.00 that I'm going to ask you to invest in your financial future.

country lose, not because they lack intelligence, or even willpower, but because of procrastination, or lack of action — please don't be like the masses. Make a decision while you have this paper in your hands. Make a decision now to either act now and send for my material or immediately round file this paper. If your decision is to order, do it now, not later. Otherwise you may lose, just by default.

"FINANCIAL FREEDOM." To order, simply take any size paper, write the words "Financial Freedom," your name and ad-

"... more than 500,000 people have discovered that my formulas will provide the road map that can lead to total financial freedom ..."

FOR YOUR FUTURE. What will this \$10.00 actually do for you? It will give you a complete step-by-step plan that you can follow to become totally and completely financially independent.

Please try to understand my dilemma. I'm not a New York advertising agency with all their professional skill and manpower to write a powerful and persuasive ad to convince you that I can make you financially independent. I am just somebody who has actually 'done it', and can really show you how to 'do it'.

TEST IT YOURSELF. It's really quite frustrating to have something so valuable as I know I have, but lack the skill to convince people to try it for themselves. I hope by my simple direct approach I can convince you to try my formulas.

INDECISION — THE COSTLY DECISION. It seems the majority of the people in our rich

dress, and send it along with a check for \$10.00 to Mark O. Haroldsen, Inc., 2612 So. 1030 West, Dept. AE-161, Salt Lake City, Utah 84119.

If you send for my materials now, I will also send you documents that will show you precisely how you can borrow from \$20,000 to \$200,000 at 2% above the prime rate using just your signature as collateral.

IT'S GUARANTEED. If you are still somewhat skeptical, and believe me, when I started out I certainly was, because of the many people in the world trying to deceive others, I would encourage you to postdate your check by 30 days, and I promise and guarantee that it will not be deposited for at least those 30 days, and if for any reason you do not think that what I have sent you lives up, in every aspect to what I told you in this letter, send the material back, and I will quickly, without question, refund your money and send back your own uncashed check or money order.

WILD CARDS



Edited by Lisa Feder

Hall of Fame



Nonsense Ability

It's been said that "little things fascinate little minds," but we've found it even more fascinating to find out what big minds think about them. Below, some lucid thoughts on nonsense.

Good sense about trivialities is better than nonsense about things that matter.

—Max Beerbohm

Forgive me my nonsense as I also forgive the nonsense of those who think they talk sense.

—Robert Frost

There is much pleasure to be gained from useless knowledge.

—Bertrand Russell

No matter how thin you slice it, it's still baloney.

—Alfred E. Smith

No Kidding

Deliver Me

Riffling through her mail recently, Rita Duhamel pulled out a postcard. It wasn't the message, nor a photo on the flip side, but the profile of Lincoln on a 4-cent stamp that caught her eye. The card, postmarked July 15, 1964, had been "in the mail" for fifteen years.

Teasers

Cherchez La Femme

Matchmakers, unite! Find the feminine mates for these masculine nouns.

- | | |
|--------------|------------|
| 1. Stallion | 5. Baron |
| 2. Fox | 6. Jackass |
| 3. Maharajah | 7. Gander |
| 4. Peacock | 8. Earl |

Answer, page 62

Number Play



In Search of Perfection

A perfect number, so named by the ancient Greeks, is a whole number which is equal to the sum of all its divisors (excluding the number itself). The smallest perfect number is 6 (equal to the sum of $1 + 2 + 3$); after that comes 28 (equal to $1 + 2 + 4 + 7 + 14$), then 496, and next 8,128.

It is possible to find still larger perfect numbers, provided that you find prime numbers which can be expressed in the form $2^n - 1$. In ancient Greece, Euclid demonstrated that if $2^n - 1$ is prime, then the number $2^{n-1}(2^n - 1)$ is perfect.

Substituting $n=2$ into this formula, which allows $2^n - 1$ to be the prime number 3, the perfect number 6 is obtained. The perfect number 28 results when $n=3$; 496 when $n=5$; and 8,128 when $n=7$. What perfect number comes next?

Answer, page 62

Twists



Three-Player Ping-Pong: It'll Run You Ragged

Three-player Ping-Pong was probably invented by someone who'd just seen a dog chasing its own tail.

Two players position themselves at either end of the table, as in ordinary singles. The third player begins at one side of the net. Once the ball is in motion, players rotate around the table—the server to the receiver's position, the net player to the server's position, and the receiver (after he returns the serve) to the net position. Players work together to keep the ball in flight as they race around the table. The ball, of course, has several advantages: a head start, momentum, a straight line to travel, and considerably less weight. The players, however, have all the fun.

When you master the basic version, try dropping your paddle before each rotation.

Stunts

Take an Educated Guest

If you want to ease your guests from the peanuts to the punch-bowl in a playful way, try this. Have a pencil ready for each person, and a piece of paper on which you've written the numbers one through twenty, leaving a blank space beside each number. Read aloud the following questions, and ask your guests to write the appropriate letters beside the proper numbers.

1. If your nephew's grandfather is your grandfather's son, write "R" in spaces 1, 4, 14, and 16.
2. If "Y" comes before "H" in the alphabet, write "Z" in space 3. If it comes after "H," write "F."
3. If 145 is more than 12 dozen, write "E" in spaces 2, 5, 9, 15, and 17.
4. If you like ice cream better than mosquitoes, place an "S" in spaces 6 and 12. If not, see your doctor

at once.

5. Closing one eye and without counting on your fingers write the eighth letter of the alphabet in space 7.

6. If Dante wrote: "Mary Had a Little Lamb," put an "O" in space 20. Otherwise, write in "Y."

7. If "asleep" and "awake" are opposites, write "M" in space 8. If you're asleep, keep snoring.

8. If eight quarts make a pint, draw an elephant in space 10. Otherwise, write "N."

9. If gasoline is more expensive than—well, let's not get into that—just write "D" in space 19 and "T" in space 11.

10. Finally, if you think this is absolutely silly and you're dying for a drink, place an "A" in spaces 13 and 18, and follow me. But be quick about it, or by the time you grab your glass, the dregs'll be dry.



Answer, page 62

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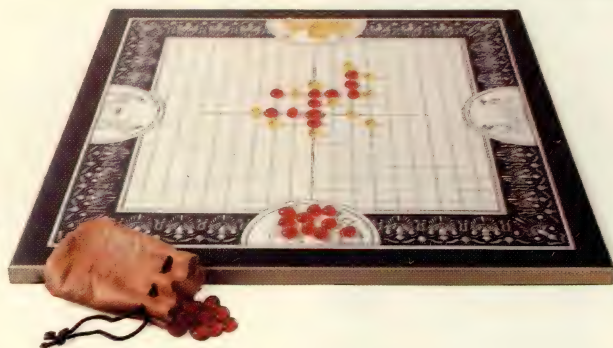
—Tulsa World

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—Kansas City Times

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—Games



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Total

☐ Check or Money Order Enclosed ☐ Charge My ☐ VISA ☐ M/C

Signature
SHIP TO:

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3-6 weeks for
delivery.

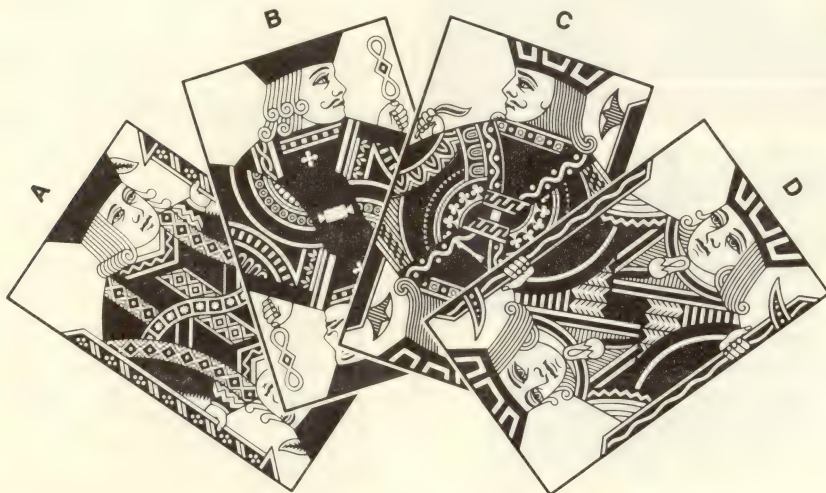
Name
Address
City

State Zip

Look

A Game of Jacks

Each of these jacks has sent its suit to the cleaners. See if you can guess which suit fits which one. Note: If you think we're playing with a stacked deck, please look again: though the style of illustration may vary from deck to deck, the hairstyle and position of the hands on each jack are the same in every deck.



Answer, page 62

Can You Help?

Much Ado About Autographs



For David Graham, the name of the game isn't important: it's the initials that count. Graham's hobby is collecting autographs, but not from the rich and famous. He only wants the autographs of those whose names—first, middle, and last—begin with the same letter.

Graham has procured autographs from triple-initialled people all through the alphabet, with the exception of Q.Q.Q., U.U.U., X.X.X., and Y.Y.Y. He was supposed to hear from a man named Yuk Yin Yum in San Diego, but so far, no word from Mr. Yum. He also had a shot at the triple U's from a Ms. Una Uwildo Underwood, but it fell through when she got married.

If you are triply blessed, and you want to help this autograph hound, send information to "Autographs," c/o Games Magazine.

Did King Tut play this game?

From the ruins of the ancient city of Ur comes the world's oldest board game.



Royal Game of Sumer

Another name for fun and games.

SELCHOW & RIGHTER



Look, 3 ways!

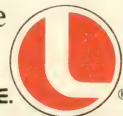
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Or one of Lakeside's other adult strategy games: ISOLATION™ and OVERBOARD™. Available at quality toy and game departments everywhere.



The name of the game is Lakeside.



Trivia



Horrors! or Name That Monster

If Halloween is your favorite holiday, this little quiz may send a tingle up your spine. See if you can pair each monster with the flick in which it is featured.

Zombie	Mummy
Demon	Apes
Monster	Mantis
Living Dead	Vampire
Dracula	Thing
Jekyll	Cyclops
Beast	Devil
Cat	Mole
Body Snatchers	Creature
Werewolf	Ghosts
Frankenstein	Children
Martians	Witch
Ghoul	Madman
It	Hunchback
Strangler	Phantom
Triffids	Boogie Man

1. I Was A Teenage ____
2. The Bride of ____
3. The ____ from the Black Lagoon
4. Invasion of the ____
5. Thirteen ____
6. The ____ of the Opera
7. I Married a ____ from Outer Space
8. Daughter of Dr. ____
9. Billy the Kid Versus ____
10. Beauty and the ____
11. Night of the ____
12. Santa Claus Conquers the ____
13. The Mad ____
14. The Curse of the ____ People
15. ____ Came from Outer Space
16. I Walked with a ____
17. Curse of the ____
18. The ____ of Notre Dame
19. Mark of the ____
20. Curse of the ____'s Tomb
21. The Deadly ____
22. The Haunted ____
23. Planet of the ____
24. Day of the ____
25. Dr. ____
26. ____ of the Damned
27. The ____ That Wouldn't Die
28. Diary of a ____
29. Burn, ____, Burn
30. The ____ People
31. The ____ Will Get You
32. The ____ Bat

—Billy Mernit

Answer, page 62

Word Play

Shooting for Stars



Words in this remarkable form appear twice: left to right *and again* from upper right to lower left.

Readers are invited to send their best efforts at similar stars to "Shooting for Stars," c/o *Games Magazine*.

—Sakr-El-Bahr

The Enigma, September 1940

M
I O
S U M
M I S S T E P P E D
O U T S T R O V E
M E T H O D I C
P R O V I D E
P O D I C E P S
E V I D E N T L Y
D E C E P T I O U S
S L O
Y U
S

Kibitzers



Play Therapy

The dynamic principle of fantasy is play, and as such it appears to be inconsistent with serious work. But without playing with fantasy no creative work has ever yet come to birth. The debt we owe to the play of the imagination is incalculable.

—Carl Jung

Twists

Revolver Practice

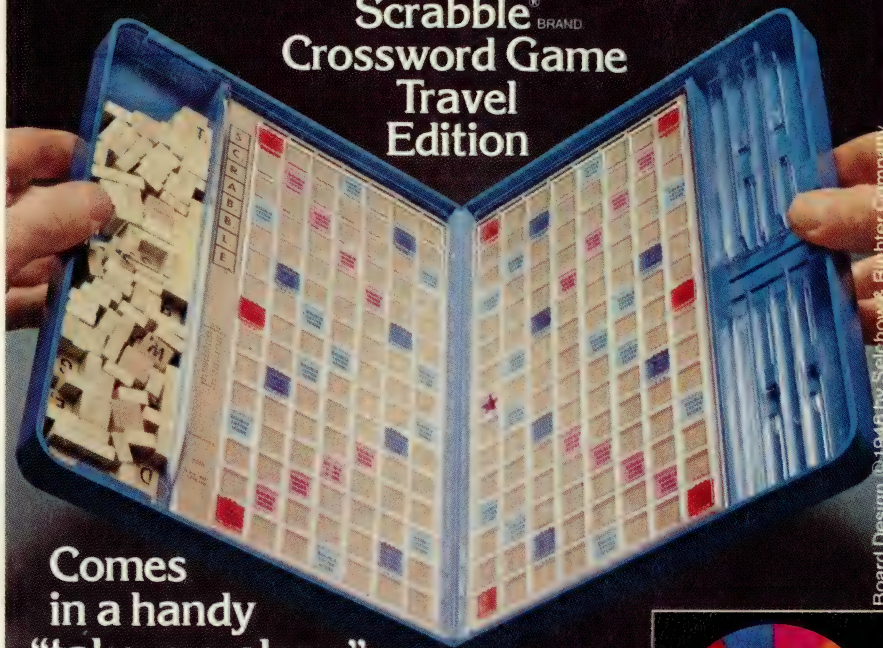
This well-known but unorthodox chess problem was composed in 1911 by T. R. Dawson. White is to checkmate Black in 21 moves.



Answer, page 62

Play as you go.

Scrabble[®] BRAND
Crossword Game
Travel Edition



Comes
in a handy
"take-me-along"
carrying case.

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Board Design © 1946 by Selchow & Righter Company

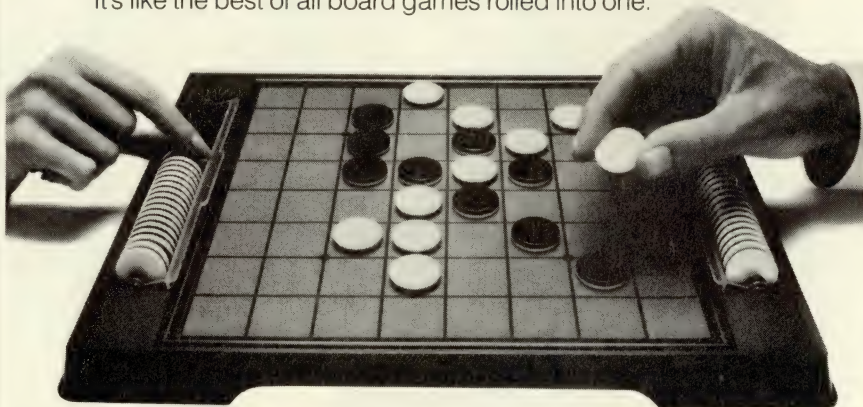
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Othello is the new board game that's as simple as checkers, as challenging as chess and as exciting as backgammon.

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Can you cut way down on tar and still get

20

MG. TAR
1.3 MG. NIC.

13

MG. TAR
0.9 MG. NIC.

17

MG. TAR
1.0 MG. NIC.

12

MG. TAR
0.8 MG. NIC.

17

MG. TAR
1.4 MG. NIC.

11

MG. TAR
0.8 MG. NIC.

16

MG. TAR
1.1 MG. NIC.

Winston

Marlboro

Winston

Marlboro

KOOL

VANTAGE

VICEROY

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

good taste?

Yes.

16

MG. TAR
1.1 MG. NIC.

17

MG. TAR
1.2 MG. NIC.

8

MG. TAR
0.7 MG. NIC.

Golden
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As low as you can go
and still get good taste and
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Source comparative 'tar' and nicotine figures: FTC Report
May 1978. Of All Brands Sold: Lowest tar: 0.5 mg. 'tar,'
0.05 mg. nicotine av. per cigarette. Golden Lights: Kings—
8 mg. 'tar,' 0.7 mg. nicotine av. per cigarette by FTC Method.

Hall of Fame



Who Are These People?

All of the names listed below have been in the news at one time or other, but if you can identify even five of them, you're hot. A score of ten is sizzling. Get all 16 and you could put the Encyclopedia Britannica out of business.

1. Louise Joy Brown
2. Sir John Betjeman
3. William Peter Blatty
4. Annabella Batistella
5. Henri Charriere
6. Frederic Dannay
7. Katharine Graham
8. Edward Hilgemeier
9. Leslie King, Jr.
10. Manfred B. Lee
11. William M. Lukash
12. Norris McWhirter
13. Diana Prince
14. Elzie Segar
15. Cheryl Stoppemoor
16. Minoru Yamasaki

—Henry Hook

Answer, page 62

Tormentors



A Speedy Tortoise and More of Zeno's Paradoxes

Nobody could ever accuse the ancient Greek philosopher Zeno of being a poor friend. When his buddy Parmenides was ridiculed for insisting that reality was indivisible, eternal, and immovable, Zeno came to his defense with a series of paradoxes that "proved" that motion doesn't exist. These paradoxes went undisputed for centuries.

We submit three of Zeno's "proofs" for your examination, but we leave it to you to figure out why they're paradoxical.

1. Achilles sees a tortoise in the distance moving slowly ahead and sets out to catch up with it. But when he reaches point A, where the tortoise was when first seen, the tortoise will have moved to point B. When Achilles reaches B,

the tortoise will have gone on to point C. Therefore, however many times this process is repeated, the tortoise will always be that much ahead of Achilles, and he can never catch up.

2. Consider an arrow in flight. At each instant of flight, the arrow occupies a space equal to itself at rest. But anything occupying a space equal to itself is at rest. Therefore the arrow is at rest.

3. Motion can never occur, because to reach a certain place one must first go half the distance; but to go half the distance, one must first go a quarter of the distance; to go a quarter of that, one must first go one eighth—and so on.

List Dept.



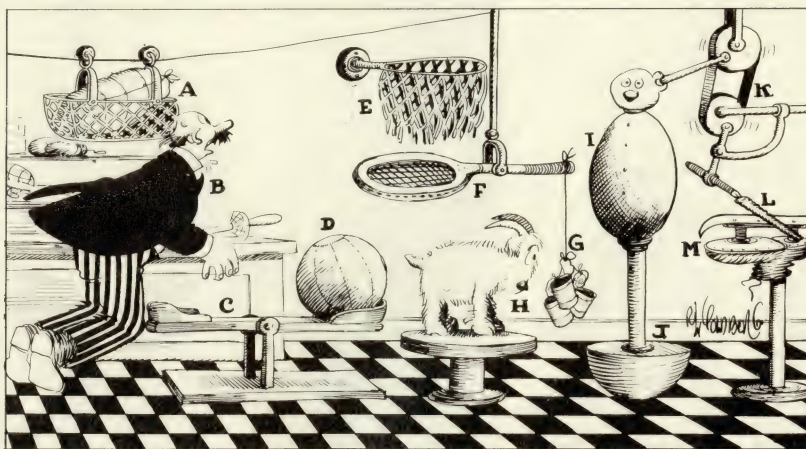
Alphabet Soup is Brought to You by the Letter "H"

For the insatiably curious, here is the frequency of letters in a sample can of Campbell's Alphabet soup.

A	6	N	6
B	9	O	8
C	7	P	8
D	9	Q	4
E	2	R	4
F	2	S	3
G	2	T	6
H	14	U	8
I	5	V	4
J	8	W	10
K	2	X	10
L	4	Y	10
M	6	Z	4

—from *The Food Lover's Book of Lists* (New American Library, Inc.) © 1979 by Patricia Altabello and Deirdre Pierce.

Bright Ideas



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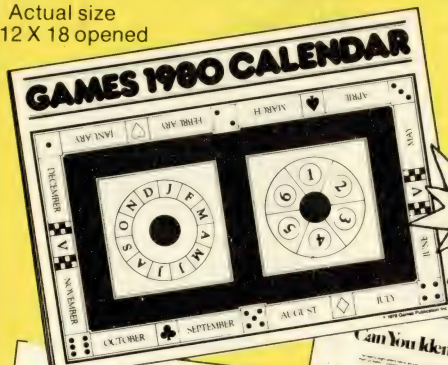
PROFESSOR BUTTS, WHILE OVERHAULING A 1907 FORD, FINDS AN IDEA FOR A SIMPLE WAY TO SHARPEN ICE SKATES. WIRE BUNDLE-BASKET (A) IN SPORTING STORE HITS FLOORWALKER (B) AND KNOCKS HIM DIZZY. AS HE SINKS TO FLOOR HIS KNEES HIT END OF SEE-SAW (C) WHICH TOSSES BASKET BALL (D) INTO BROKEN NET (E). BALL FALLS ON TENNIS RACKET (F) CAUSING GROUP OF TIN CANS (G) TO FLY UP OUT OF REACH OF HUNGRY GOAT (H). GOAT, BEING ROBBED OF HIS DINNER, JUMPS IN FURY AND BUTTS HIS HEAD AGAINST BOXING DUMMY (I). DUMMY SWAYS BACK AND FORTH ON SWIVEL BASE (J), CAUSING TWO ECCENTRIC WHEELS (K) TO PUSH FILE (L) ACROSS BLADE OF SKATE (M) AND MAKE IT SHARP ENOUGH TO USE FOR SKATING IN THE WINTER AND SHAVING IN THE SUMMER.

YOU MAY THINK IT CRUEL TO HIT THE FLOORWALKER ON THE HEAD. BUT WE ASSURE YOU THERE IS NOTHING INSIDE WHICH CAN BE DAMAGED.

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List Dept.

Two-Letter Words

In the game of Scrabble, two-letter words are often essential links between longer words on the grid. In tournaments, only these 86 two-letter words are acceptable.

AA	EX	OM
AD	FA	ON
AE	GO	OP
AH	HA	OR
AI	HE	OS
AM	HI	OW
AN	HO	OX
AR	ID	OY
AS	IF	PA
AT	IN	PE
AW	IS	PI
AX	IT	RE
AY	JO	SH
BA	KA	SI
BE	LA	SO
BI	LI	TA
BO	LO	TI
BY	MA	TO
DA	ME	UN
DE	MI	UP
DO	MU	US
EF	MY	UT
EH	NA	WE
EL	NO	WO
EM	NU	XI
EN	OD	XU
ER	OE	YA
ES	OF	YE
ET	OH	

—from *The Official Scrabble® Players Dictionary* (G. & C. Merriam Company).

Trivia

Dr. Demento's Ten Worst Song Titles of All Time

Dr. Demento, a California disc jockey whose show is syndicated to over 600 stations around the world, specializes in tasteless music. Here are his favorite songs, each one worse than the one before.

1. *I Scream, You Scream, We All Scream for Ice Cream.*
2. *They Needed a Songbird in Heaven, So God Took Caruso Away.*
3. *Plant a Watermelon on My Grave, and Let the Juice Soak Through.*
4. *If the Man in the Moon Were a Coon.*
5. *Where Did Robinson Crusoe Go with Friday on Saturday Night?*
6. *Come After Breakfast, Bring Your Lunch, and Leave Before Suppertime.*
7. *How Could You Believe Me When I Said I Love You When You Know I've Been a Liar All My Life?*
8. *I've Got Those Wake Up Seven Thirty, Wash Your Ears They're Dirty, Eat Your Eggs and Oatmeal Rush to School Blues.*
9. *Would You Rather Be a Colonel with an Eagle on Your Shoulder or a Private with a Chicken on Your Knee?*
10. *A Woman Is Only a Woman, But a Good Cigar Is a Smoke.*

—from *The People's Almanac™ Presents The Book of Lists* (William Morrow & Co.). © 1977 by David Wallechinsky and Irving Wallace.

Life... Pass it on

Sign an organ donor card.

For information contact:



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2 Park Avenue
New York, NY 10016

Teasers

An Elementary Sequence

What's the next letter in this sequence? O T T F F

One second grader solved it in a half hour, but the original group of astronauts who tried it puzzled over it for something like 33 days! How long will you take to solve it?

Answer, page 62

Kibitzers

Pregnant Pause

A judge once, reprimanding a criminal, called him a scoundrel.

The prisoner replied: "Sir, I am not as big a scoundrel as your Honor"—here the culprit stopped, but finally added—"takes me to be."

"Put your words closer together," said the judge.

—from *Gleanings for the Curious from the Harvest Fields of Literature* (1875) by C.C. Bombaugh.

Parleyvoo Pickens



Magnetized Dice

From the recesses of the ancient cedar cigar box he calls his "hope chest," the old gentleman produced a pair of yellowing dice. "These cubes are pretty tricky, as you will soon see," he said. "Please shake them thoroughly and roll them on the table a few times, until I ask you to stop."

I had just rolled an eleven—a six-spot and a five-spot—when he stopped me and said, "Yes, I expect those dice are magnetized by now."

"Magnetized?" I asked.

"Absolutely," he grinned. "You are now holding a pair of Parleyvoo Pickens' Little Magic Magnetized Dice. Me and my partner, Buck Skinner, used to sell them at twenty-five dollars a pair. Usually we sold them to chance acquaintances in saloons, railroad club cars, or wherever. Sometimes we hawked them at county fairs at the one-time-only, all-time-low price of five dollars. And many was the normally 'honest' citizen who plunked down his hard-earned greenery to purchase a pair. Once we even sold some to a couple of professional gamblers; but for them we naturally raised the price to seventy-five dollars."

He returned to the demonstration at hand. "It usually takes a few rolls to get these old dice warmed up, but when you roll them from now on, they will almost always show at least one six-spot, or a five-spot, or the spots on both dice will total five or six. It works almost every time. Roll them again and see for yourself."

I failed to see how magnetized dice could work on a wooden table, but I shook them vigorously and rolled them half a dozen times. Parleyvoo kept score: "A hit, . . . hit, . . . hit, . . . a hit, . . . a miss, darn it, . . . and another hit. That's five out of six, not bad."

(For the record, the dice showed a six-spot on the first and second tries; a four-spot and an ace for a total of five on the third try; a five-spot on the fourth; a four-spot and a three for a miss on the fifth try; and a six-spot on the last try. Five hits out of six tries, just as the old man had said.)

Parleyvoo was rubbing his hands in sheer delight. "After all these years," he said, "my magnetized dice work as well as they ever did. Would you care to have them?"

Would I ever! With dice like those, I reckoned I could clean up in any crap game. I reached for my wallet, but the gentle grafter raised his hand. "No, no, I don't want your money. They're a present—from Parleyvoo to his Boswell."

And he burst into laughter. "Truth be told," he grinned, "those are plain ordinary dice. Me and Buck used to buy them for a few dollars a boxful, so the five, twenty-five, or seventy-five dollars a pair we sold them for was almost entirely profit."

"Then how did you fix the dice so they'd work?" I asked.

"Fix them? Oh-ho, you didn't really believe all that palaver about their being magnetized, did you? The secret lies not in the dice but in the inexorable doctrine of chance, *plus* a generous amount of the flim-flam variety of salesmanship. There are precisely thirty-six ways one can roll a pair of dice. Now it just happens that twenty of those contain one or more fives and/or sixes. Another seven rolls contain neither a five or six, but have a combined total of five or six. So, the chances are twenty-seven out of thirty-six—or three to one—that you will roll a five-spot, a six-spot, or two numbers that add up to either five or six."

"We always let the customer roll the dice until an eleven turned up before we told him to look for fives and sixes. And we were careful *never* to call attention to the specific numbers on the dice. We simply called it a hit, or a miss, as the case might be."

"So you sold ordinary dice at whopping prices by pretending they were somehow gimmicked," I summarized.

"Exactly so," said Parleyvoo. "But please remember, the rubes who bought our dice bought them so they could cheat someone else. So, you might say we were merely protecting the public from fraud."

—Peter Van Note

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Who invented the phrase "Iron Curtain"?

Who was the Merchant of Venice?

Who was the first President born in a hospital?

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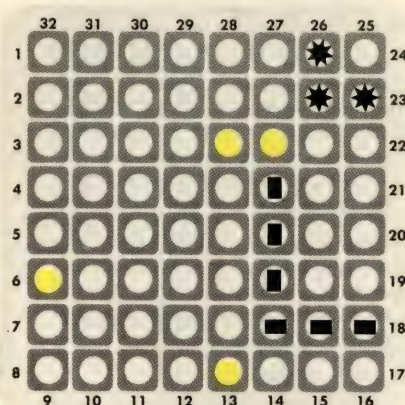
THE SOLUTION.

(IF YOU DON'T KNOW THE PROBLEM, TURN TO PAGE 17.)

The missing ball is at the intersection of coordinates 27 and 22. The diagram shows how the rays from the remaining three chips were used to find it.

You are now initiated into some of the mysteries of BLACK BOX. There are more. For instance, there is a kind of ray that neither hits nor ricochets. And there is a solitaire version of play, as well as a version with an opponent. And more. The only real way to explore the mysteries of BLACK BOX is to get one. So, get one.

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THE ULTIMATE GAME
OF HIDE AND SEEK.

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WILD CARD ANSWERS

Cherchez La Femme

- | | |
|-------------|-------------|
| 1. Mare | 5. Baroness |
| 2. Vixen | 6. Jenny |
| 3. Maharani | 7. Goose |
| 4. Peahen | 8. Countess |

In Search of Perfection

The next perfect number occurs when $n=13$ (note that $2^{13}-1 = 8191$, which is prime); its value is 33,550,336.

To amaze your friends with your ability to discover still other perfect numbers, use the formula and let n be equal to each of the following numbers: 17, 19, 31, 61, 89, 107, 127, and, for those who have enough paper to write out a perfect number with 12,003 digits, let $n = 19,937$.

Take an Educated Guest...

The result reads: REFRESHMENTS ARE READY.

A Game of Jacks

- Clubs
- Spades
- Hearts
- Diamonds

Horror! or, Name That Monster

- | | |
|-------------------|----------------|
| 1. Werewolf | 17. Demon |
| 2. Frankenstein | 18. Hunchback |
| 3. Creature | 19. Vampire |
| 4. Body Snatchers | 20. Mummy |
| 5. Ghosts | 21. Mantis |
| 6. Phantom | 22. Strangler |
| 7. Monster | 23. Apes |
| 8. Jekyll | 24. Triffids |
| 9. Dracula | 25. Cyclops |
| 10. Beast | 26. Children |
| 11. Living Dead | 27. Thing |
| 12. Martians | 28. Madman |
| 13. Ghoul | 29. Witch |
| 14. Cat | 30. Mole |
| 15. It | 31. Boogie Man |
| 16. Zombie | 32. Devil |

Revolver Practice

The black king moves back and forth on the left, while White moves his pieces in the following sequence: N, R, N, R, B; R, N, R, N, B; N, R, N, R, K; N, K, R, K, N; then RxB.

Who Are These People?

- First test-tube baby
- British poet laureate, since 1972
- Author, *The Exorcist*
- a/k/a Fanne Foxe, one-time Capitol Hill stripper
- Escapee from Devil's Island, a/k/a "Papillon"
- Co-creator of Ellery Queen
- Publisher of the *Washington Post*
- Man who blew the whistle on the 1950s quiz-show scandals
- Gerald Ford's name at birth
- See no. 6
- Physician to President Carter
- Editor, *Guinness Book of World Records*
- Wonder Woman's alter ego
- Creator of Popeye the Sailor
- a/k/a Cheryl Ladd
- Architect, New York City's World Trade Center

An Elementary Sequence

The sequence—O T T F F—represents the first letters of the numbers one through five. So the next element is S for six (followed by, it turns out, another S).

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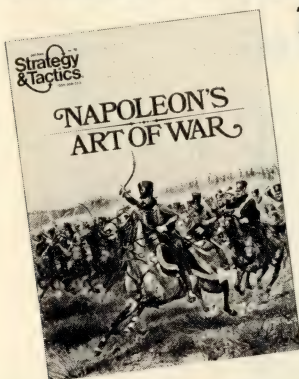
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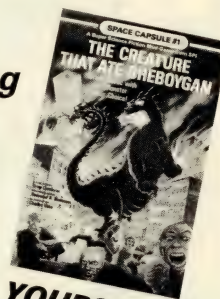


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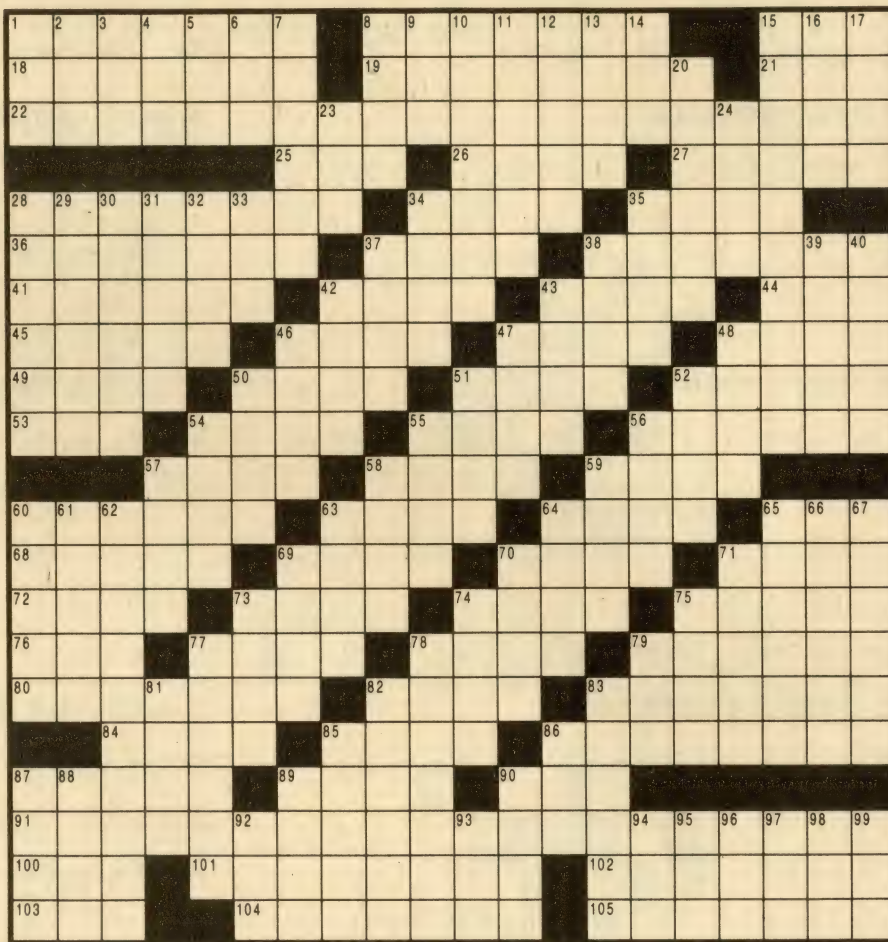
by Henry Hook

ACROSS

- 1 First name of author
- 8 Last name of author
- 15 "Sketches by _____," quotation source
- 18 Surpass Steve Cauthen
- 19 The Flying Wallendas, e.g.
- 21 Uncle, in the British Isles
- 22 Start of quotation
- 25 Smaller than a tbs.
- 26 Orchestra
- 27 Last word in the Gettysburg Address
- 28 Vision
- 34 Rudiments
- 35 Japanese ship
- 36 Molly Goldberg's daughter
- 37 Overpowers
- 38 Yawner's state
- 41 Foul
- 42 Campus area
- 43 Torn and Van Winkle
- 44 Wildebeest
- 45 Winning
- 46 It was named for Caesar
- 47 "For Pete's _____!"
- 48 Social reformer Jacob
- 49 Powerful Norse goddess
- 50 _____ of Orleans (Joan of Arc)
- 51 Games feature
- 52 _____ words (euphemize)
- 53 John _____ Passos
- 54 O.K. Corral victor
- 55 Interrogate
- 56 River to the Bay of Bengal
- 57 "_____ a game": Cowper
- 58 About to overflow
- 59 £1
- 60 Fair's partner
- 63 Medicine container
- 64 Milker's mate
- 65 Free (of)
- 68 Polly and Pittypat
- 69 JFK joined it in 1941
- 70 "The clink"
- 71 Part of N.B.
- 72 "With a Song in My Heart" lyricist
- 73 "Kilroy was _____"
- 74 Sodium chloride
- 75 Doorway parts
- 76 ETO VIP
- 77 _____ Remy (Harrison)
- 78 Mr. Rogers
- 79 Dawn
- 80 Dead giveaway?
- 82 _____ up (refresh)
- 83 Punched in
- 84 Shoshoneans
- 85 Ticket-sales revenue
- 86 Come before
- 87 Eskimo craft: Var.
- 89 Mystery author John Dickson _____
- 90 Broadway's *The _____* (1977)
- 91 End of quotation
- 100 Alphabetical progression
- 101 Clever conversation
- 102 Repeat
- 103 Josh
- 104 Monetary delinquent: \$1.
- 105 Upper jaw

DOWN

- 1 Collapsible bed
- 2 "Excuse me?"
- 3 Munched
- 4 Early school curricula?
- 5 Whopper
- 6 Magazine heads, for short
- 7 Can't _____ forest ...
- 8 Humid
- 9 Science of: Suffix
- 10 Grumbled
- 11 Percy
- 12 Scrooge's namesakes, for short
- 13 Moor grass
- 14 Piggery
- 15 Giving reluctantly
- 16 Leave out
- 17 O.T. book
- 20 Besmirches
- 23 D.C. time zone
- 24 Swiss river
- 28 "Gofer's" chore
- 29 Attention-getter
- 30 Organic compounds
- 31 Mr. Scratch
- 32 _____ *Three Lives*
- 33 Card table announcement
- 34 Not here
- 35 Sit and sulk
- 37 Ancient, to Robert Burns
- 38 Paperboy's "wheels"
- 39 Reserved
- 40 Euterpe et al.
- 42 Show one's wit
- 43 Heckle
- 46 They're in a pickle? Au contraire!
- 47 Spinnaker
- 48 Peel
- 50 Mrs. Ed?
- 51 _____ over (think about)
- 52 Knightwear
- 54 What Antony borrowed?
- 55 Wharf
- 56 Swindler's prey
- 57 Scottish inventor James
- 58 Ten's business partner?
- 59 "You can't fire me; I _____!"
- 60 Sir, in Calcutta
- 61 Frisco's tragedy, '06
- 62 One-sided, as love
- 63 Diversify
- 64 Refuse to act
- 65 Wipe out
- 66 Innate
- 67 Marquis _____
- 69 Succeeding
- 70 Tire-changer's need
- 71 Relating to air pressure
- 73 Dame Myra
- 74 Why not?
- 75 De _____ (by law)
- 77 One with a quest
- 78 Become engaged
- 79 Word with nouveau or deco
- 81 Bountiful's state
- 82 Kitchen devices
- 83 County in Northern Ireland
- 85 Nasser's first name
- 86 Ah, in Augsburg
- 87 Do the cancan
- 88 *The King _____*
- 89 Batman's garb
- 90 Maple genus
- 92 Adman's word, with "improved"
- 93 Retainer
- 94 Call _____ day
- 95 Gender
- 96 Three: Prefix
- 97 _____ *du pays* (homesickness)
- 98 Not Pac.
- 99 Neptune's realm



Answer Drawer, page 108

Dszquphsbnt!

by Norma Gleason

Below are eight messages, consisting of pithy sayings, fascinating facts, and an occasional wisecrack, which have been translated into code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Word divisions in ciphers 7 and 8 have been concealed by arbitrarily putting the letters into groups of five—although the letters are still in proper order. Punctuation has been omitted in these two ciphers to increase the challenge.

Clues are given at the bottom of the page to provide assistance if you need it.

Answer Drawer, page 108

1. COLD STORAGE

QVFPBIREL: N ERSEVTRENGBE VF
N TBBQ CYNPR GB FGBER NYY
GUR YRSGBIREF HAGVY GURL
NER ERNQL GB OR GUEBJA BHG.

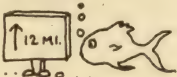
2. NIGHTY NIGHT

DRYEQRD PYB DRO NKI PBYW
DRO SBBOZBOCCSLVO *G. *M.
*PSOVNC: "DRO LOCD GKI DY
MEBO SXCWWSK SC DY QOD K
VYD YP CVOOZ."



3. GOING TO EXTREMES

XTU ECLLUFURMU YUXJUUR XTU
TCPTUIX VZCRX ZR UHFXT
(*KZARX *UBUFUIX) HRE XTU
WZJUUX (JHXUFI ZLL *PAHK) CI
HYZAX XJUWBU KCWUI.



4. LESSON FROM 1492

NX *LMVHPQHJ SFY IHBKAY
QFLC, AMQMYZ OMHVV SFUK
QVFPKY SNP, QHI AMQMYZ
OMHVV SFUK BKPKPQKBKY SNP,
KNISKB.

5. NO SOLUTIONS

PSYF ANUCUJY IBOXAUPSX TJCO
JSXDONX; HNPQPBSM IBOXAUPSX
YOJM PS AP PATON IBOXAUPSX.
*XFMSOF *TJNNUX

6. JOYFUL PROCRASTINATION

MAUJU BK EF NPE BE AYQBEL
EFMABEL MF HF. TAUJU MAU
NPE SFDUK BK BE AYQBEL
CFMK MF HF YEH EFM HFBEL
BM.



7. LOGICAL EXPLANATION

WSMBR MCSYB WXTVY SHIMT
QMTQP AEQRM CSYBW SRPAT
BLMPB BWMBY GWJQM JYMLS
EATVS LXTYD RRSLM TOYWA
LBSLX TGXTB SL



8. -/?".[.],!

KUREP VTYQT MCQYG TQSNY
GVYRM KWRQE VRPVT YQJPM
CMGNT IKTQV KIITS KQEK
MCQYG TQSGN PVVYW RVFKV
GKKQV NKJ

Additional Clues

Cipher 1: Note the one-letter word, N, and the three-letter word, NYY. These patterns suggest the words A and ALL.

Cipher 2: Again, note the one-letter word. Also, when a three-letter word appears several times in a cryptogram, it is usually what word?

Cipher 3: The two most common letters in English are E and T. Note the frequent use here of ciphertext u and x, and the repeated three-letter word XTU.

Cipher 4: In word # 15, K appears four times. It looks like a plaintext E.

Cipher 5: The five vowels are represented by P, U, J, B, and O (you decide in what order).

Cipher 6: Note the two-letter words BK, BE, and BM. B is almost assuredly a vowel.

Cipher 7: The plaintext word CONTRACT appears. Look for a cipher sequence with repeated letters in the C and T positions.

Cipher 8: The five vowels are represented by K, R, P, T, and Y.

Closing In

A Strategy Game for Two (with warm-up problems for one)

by Sid Sackson

Equipment

A six-by-six gameboard grid; a pencil for each player.

Object

To make the last move.

Rules of play

1. Player A (chosen in any civilized manner) puts his initial in any square on the gameboard. Player B then initials a square of his choosing.
2. Player A now moves one or more squares in an unobstructed straight line from his last play—horizontally, vertically, or diagonally (the Queen's move in chess). He blacks in the square he exited, and initials the new one. Player B does the same. In moving, a player may neither pass through, nor land on, a square already initialed or blacked in by either player.
3. Players continue to alternate turns as the board is filled and it becomes increasingly difficult to move.

Example

The illustrations below show the first four moves of a game between A and B, with A playing first. (The numbers following the letters show the order of play.) In figure 4, A's next move must be to one of the spaces marked with an "x."

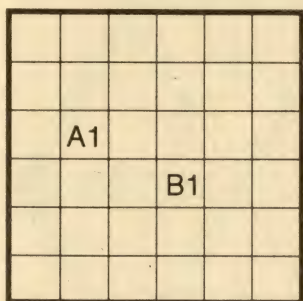


figure 1

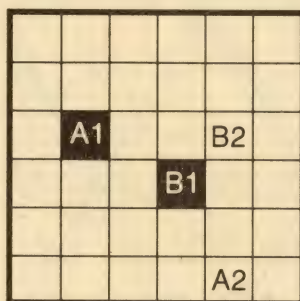


figure 2

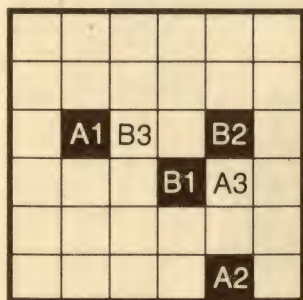


figure 3

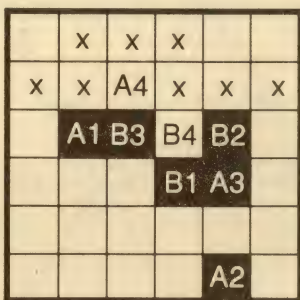


figure 4

Winning

Each player tries to close off his opponent, while leaving himself as much room as possible to maneuver in the endgame. The winner is the last player able to move.

Pre-game Warm-up

While you are waiting for an opponent to materialize, and to get a jump on him when he does, plot your strategy in the sample game problems in the next column. In each case, player A is to move and win.

Answer Drawer, page 105

IT'S YOUR MOVE

Problem 1—Left or Right?

You have blocked your opponent, B, into the lower left corner of the gameboard (square 2u). From your position at A10 (square 4x), you have the choice of moving up and to the right (isolating yourself from B), or moving down and to the left (joining B in the corner for a duel). One way will win for you. Which way, and what's the move?

	u	v	w	x	y	z
6			A6		A2	
5			A5	A4		B1
4	A7	A8	A9	A10	A3	
3	B7	B8		B6	A1	
2	B10		B9	B5		
1				B4	B3	B2

Problem 2—Wise Guy

Your opponent, B (a wise guy), has copied all of your moves—symmetrically by rotation. How can you play from A9 (square 3u) to force a win?

	u	v	w	x	y	z
6	A5			A6		
5		B3	A8	A7		B4
4			A1		A2	B9
3	A9	B2		B1		
2	A4		B7	B8	A3	
1			B6			B5

Problem 3—Championship Play

From A8 (square 2z), your next move must lie along the diagonal 3y–6v—that much is clear. But which square? Only one will lead to a win.

	u	v	w	x	y	z
6	B7		B6			
5	B8			A4	A3	
4	A1		B5		B4	A7
3		B1		A5		
2			B3	A6		A8
1	A2			B2		

Honeycomb Jigsaw

by Phil Wiswell

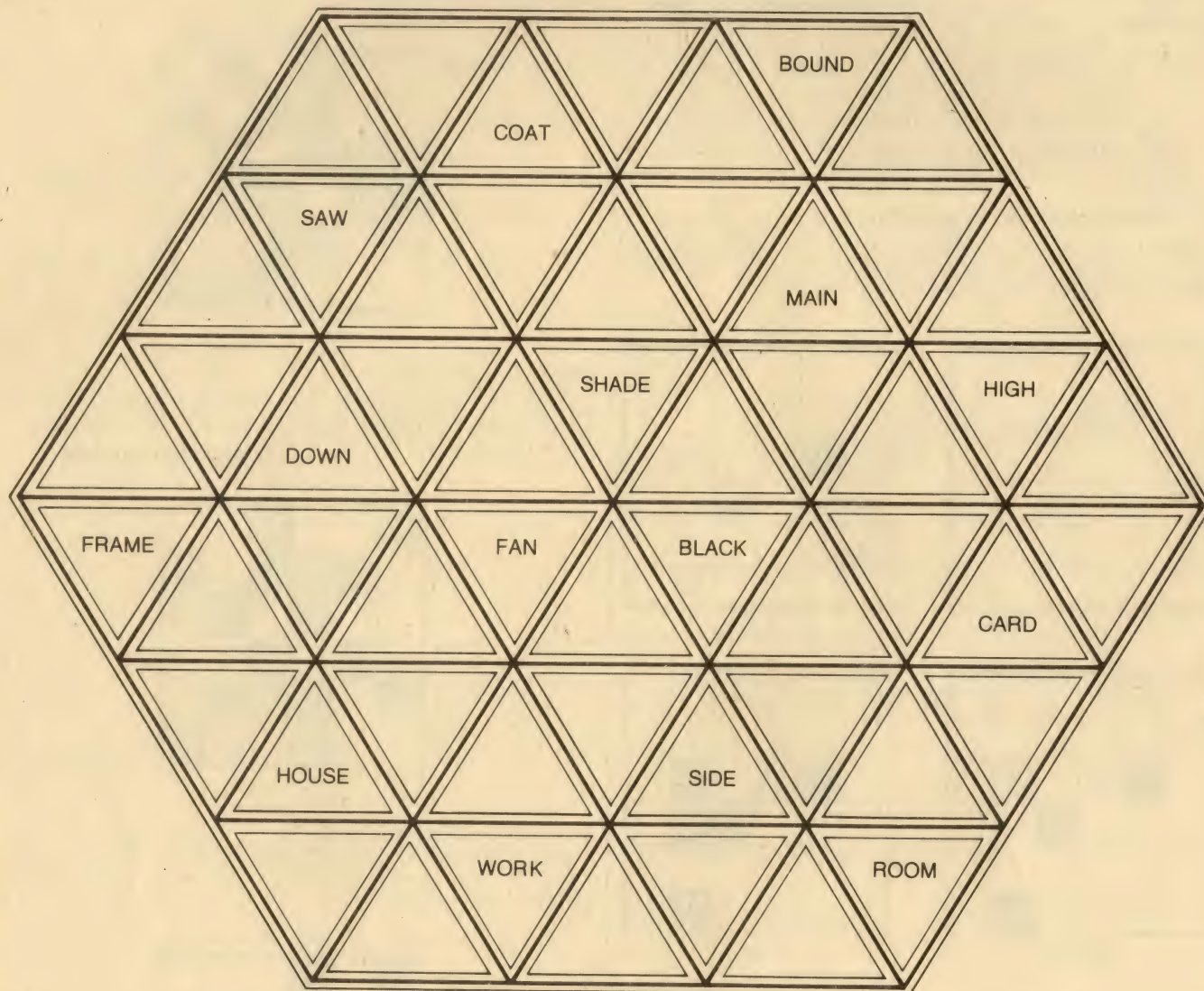
Thirty-nine words are needed to complete this remarkable honeycomb puzzle, which is based on a game by J. B. Griffiths. If you enter the words in the empty triangular cells correctly, *every* pair of triangles having adjacent sides (including those in which words have already been placed) will link to create a compound word or a common two-word phrase.

We have listed the 39 unplaced "pieces" of the jigsaw at the bottom of the page. Eighteen of them are to be put into triangles pointing downward; 21 of them into triangles pointing up (as indicated). To begin solving, you might reason as follows:

What "pieces" can fit next to COAT, already entered in one of the top triangles? The three triangles adjacent to COAT point downward, so check the words in the first list. Possible fits are CHECK, HANGER, LINED, TAIL, and TOP (to make coat check, coat hanger, lined coat, coattail, and topcoat). Which of these words are used, and in which triangles, depends on which words fit next to the other filled-in cells.

The puzzle has only one fully correct solution, and finding it will keep you busy as a bee.

Answer Drawer, page 105



▼ Enter these 18 words in triangles pointing down:

▲ Enter these 21 words in triangles pointing up:

BOARD	HANGER	SITTER	BACK	HAND	OUT	TREE
CHECK	LINE	STAGE	BALL	HORSE	PAPER	UP
DRESSING	LINED	STREAM	BED	JET	ROCK	WINDOW
ENGINE	MAN	STREET	BOOK	LAMP	SIGN	
FLY	POST	TAIL	DRAWING	MAIL	TABLE	
GAME	SHEET	TOP	FIRE	MATE	TIME	

Anagrams

by Henry Hook

For its challenge, competitiveness, and quiet elegance, the game Anagrams earned the title "the sport of sports" when it first caught on during the 1920s. Alexander Woollcott reported home-contest highlights in *The New Yorker*, and Silas Seadler's *The Anagram Book* (1929) went through a couple of editions. Every game store stocked wooden Anagram tiles. There was even a group called the Amateur Anagram Society of America, which promoted the game and codified the rules.

Today the game is still sold in many game shops and is widely played. The object is to "capture" words. To make a capture, *all* the letters of an existing word must be rearranged, along with a new letter or letters, to form a single, longer word. For example, *LOADING* is captured with an A (as Alexander Woollcott discovered in an actual game) by scrambling and making *DIAGONAL*. *SCYTHE* can be taken with a K (as observed by writer Dorothy Parker) to make the lovely anagram *SKETCHY*.

Test your Anagram skill with the 26 examples below, one for each letter of the alphabet. Proper names and hyphenated or foreign words are not allowed.

Answer Drawer, page 108

- A + PENCIL _____
- B + LEAF FABLE
- C + PLAITS PLASTIC
- D + PAIR RAPID
- E + FERVOR _____
- F + TEAR AFTER
- G + ISSUE _____
- H + PRICE _____
- I + QUEEN EQUINE
- J + AROUND _____
- K + CREDIT _____
- L + WHOMEVER _____
- M + SCOOPED _____
- N + THOSE _____
- O + FINGER FOREIGN
- P + LIME _____
- Q + DILUTE Quitted
- R + CARAFE _____
- S + PRONE _____
- T + OSTEOPATH TOOTH PASTE
- U + BASE Abuse
- V + COAL VOCAL
- W + FITS SWIFT
- X + ELUDE DELUXE
- Y + SPUR SYRUP
- Z + BONER BRONZE

FOLD THIS PAGE!
YOU ARE APPROACHING

The World's Most Ornery Crossword Puzzle

The giant puzzle on this and the following pages has two independent sets of clues: "Hard" and "Easy." If you use only the Hard Clues (beginning below and continuing beneath the diagram on the following right-hand page), you'll find this puzzle among the most challenging you've ever done. But there's also a set of easier clues (on the following left-hand page) which may be used either as secondary clues or as the primary clues for a less severe challenge. So you may prefer to keep the Easy Clues hidden by folding this page on the dashed line, tucking this side under, and *then* turning the page. To peek or not to peek is up to you.

Answer Drawer, page 108

In Search of a Question

by Stephanie Spadaccini

Hard Clues

ACROSS

- 1 He formed a trio with Haley and Bolger
- 5 Relative of "à bientôt"
- 10 Dog's name
- 15 "The _____ my flesh stood up."
- 21 Fix shoelaces
- 22 Sort of nose
- 23 More distorted
- 24 Lead astray
- 25 Answer: A garbage truck
- 29 Childhood illness
- 30 Long speeches
- 31 Hebrides island
- 32 Kind of pick
- 33 Arabian Sea gulf
- 34 Spray setting
- 37 Song gal
- 38 Brando's dance in France
- 40 Eliot hero
- 41 Scotland or Harvard
- 42 Biography, of sorts
- 45 Hair styles
- 46 Telegraph operator
- 47 Prefix with light
- 50 God, in *The Green Pastures*
- 51 Mountain stronghold
- 52 Zimbabwe's Smith
- 53 Answer: Grant
- 61 Turkish governor
- 62 Slick
- 63 In a meager way
- 64 O.R. assts.
- 65 Pitcher's stat
- 67 Reindeer herder
- 69 "_____ want to know..."
- 71 Mrs. Ernie Kovacs
- 72 Bunnytail
- 74 Spindle
- 75 A treat, amandine
- 77 Austere
- 80 Orphanage
- 82 Maggie of *California Suite*
- 83 Imperfectly: Prefix
- 85 "_____ Grow Too Old to Dream"
- 87 Yet
- 88 American Nobel
- 89 Answer: "Call me but love..."
- 94 They can go to blazes
- 96 "_____ Got a Crush on You"
- 97 Like the flu
- 98 *Ulmi americanae*
- 99 Experts
- 100 Annuls
- 103 Saltillo souvenir
- 105 Corridor
- 109 Whiner's word
- 110 Jet-colored
- 111 _____ it the truth
- 113 Artifice
- 115 Jezebel's husband
- 116 One of the Browns
- 117 Suffix with tact or percent
- 118 Glory
- 121 Aliases
- 123 Encircle: Poetic
- 124 Answer: Goldilocks
- 130 "Whiffenpoof" word
- 131 Kind of truth
- 132 _____ verrons (we shall see)
- 133 One, to a Glaswegian
- 134 Shoot
- 137 Town _____
- 138 Visible by night
- 141 Bath, et al.
- 145 It wears a sash
- 146 Truffaut's *The Wild _____*
- 147 She has a ball!
- 148 One auto gear
- 150 Helicon
- 151 Emcee Fleming
- 152 Non-clerical
- 153 Easter wear
- 156 Reruns, euphemistically
- 158 Answer: That was no lady...
- 164 Banns, e.g.
- 165 CREEP investigator
- 166 100-yard dash, e.g.
- 167 Mustard plant
- 168 Irregular
- 169 Window dressing
- 170 Mild oaths
- 171 Lawrence's co-star in *West Side Story*

DOWN

- 1 Landlord
- 2 Nurse
- 3 Nye's greeting to Allen
- 4 Jurisdiction
- 5 Relative of "woof"
- 6 Whoop-de-_____
- 7 Luau pits



The Easy Clues for the World's Most Ornerly Crossword Puzzle

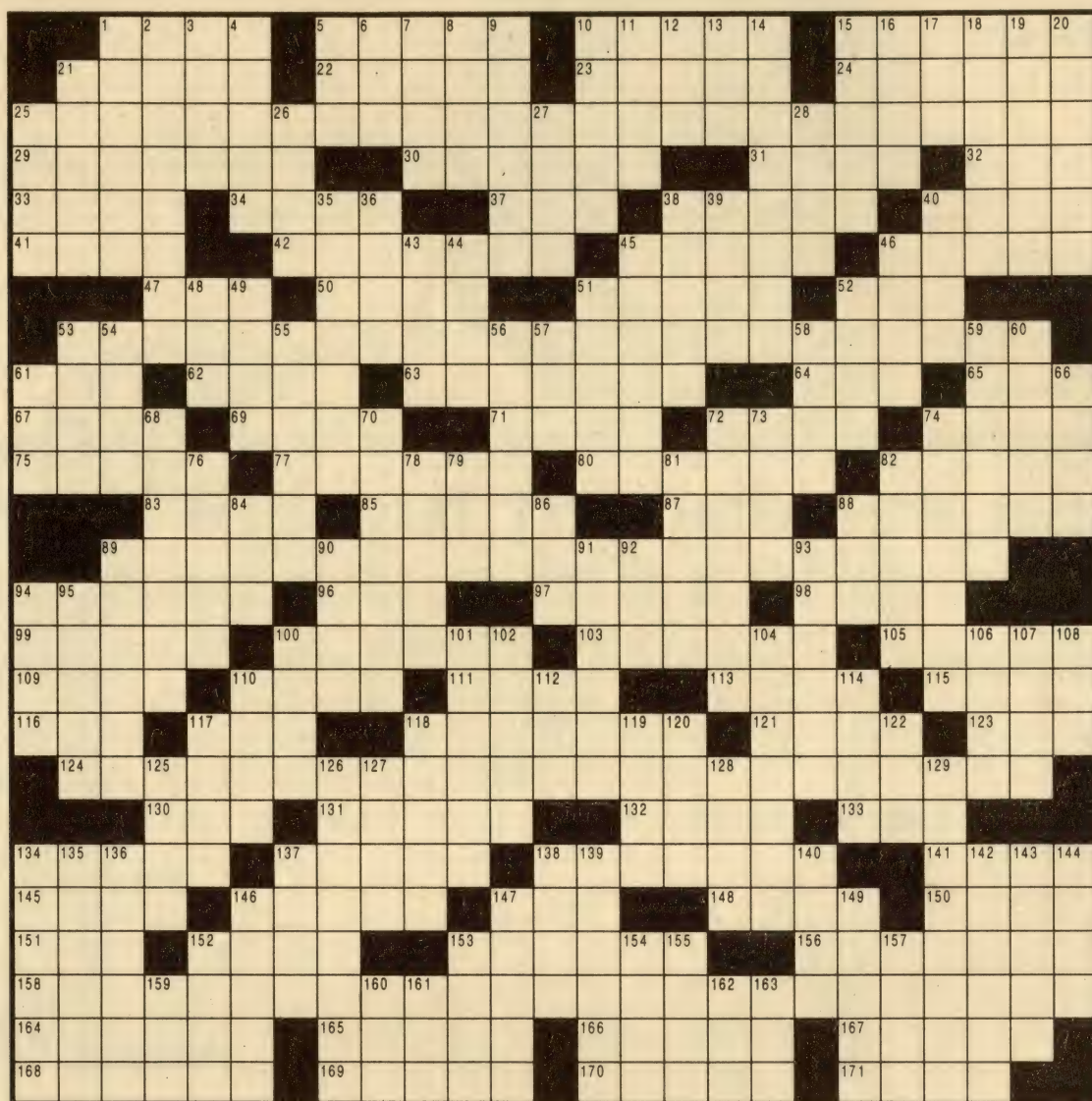
Incorporating anagrams and other wordplay in *italics* following the clues. (Don't peek until you read page 69)

ACROSS

- 1 Actor Bert
5 Farewell
10 Lacrosse, for one
15 "_____ the dog that bit us last night": 2 wds.
21 Make another knot
22 Mr. Polanski
23 More twisted
24 Attractiveness
25 A: A garbage truck
Q: _____: 6 wds.
29 Pink rash (*or a sole disease*)
30 Barker's come-ons
31 New York college
32 Insect egg
33 Yemen's capital (*Dizzy Dean*)
34 Smog, euphemistically
37 Actor Mineo
38 Valentino's dance
40 Eliot's Adam
41 Football gain
42 Spy's file
45 Curl producers, for short
46 One who writes secret messages
47 Double: Prefix
50 God, in some places
51 Nest (among *faeries*)
52 Author Fleming
53 A: Grant
Q: _____: 6 wds.
61 Actor Turhan
62 Offhand, as a remark
63 Thinly
64 Hospital employees, for short
65 Historical period
67 Northern Scandinavian
- 69 "_____ know is what I read in the papers": 2 wds.
71 Actress Adams
72 Short tail (*cuts out*)
74 Not the Allies
75 "Rainbow" fish
77 Of a time of fasting
80 Christmas stable scene
82 Commonest American surname
83 Prefix with circle or annual
85 "_____ was a lad . . .": 2 wds.
87 Although, shortly
88 Nobel winner Ralph _____
89 A: "Call me but love . . ."
Q: _____: 4 wds.
94 Circe, et al.
96 "Now _____ heard everything"
97 Highly contagious
98 *Desire Under the _____*
99 Singles
100 Revokes, in Roman law (*Medea's* undone!)
- 103 Kiddie treat, at a fiesta
105 Bride's walkway
109 Woe is me!
110 Very black (*broken bone*)
111 _____ *Misbehavin'*
113 Trick, deception
115 Moby Dick's hunter
116 Slab of butter
117 _____ de France
118 Halo
121 Names, in Nice
123 Globe
124 A: Goldilocks
Q: _____: 6 wds.
- 130 What Bo-Peep was listening for?
131 Bare
132 Entre-_____ (between us)
133 Chemical suffix (*confused the NEA?*)
134 Heir (to scattered coins)
137 Weeper
138 Bright, at night
141 Winter resorts
145 Window part
146 Young 'un
147 She's "coming out"
148 Monopoly "Place"
150 Brass instrument
151 Singer Garfunkel
152 Secular (*plaise with ends cut off*)
153 Sunday-go-to-meeting clothes
156 Audience demands
158 A: That was no lady. . .
Q: _____: 8 wds.
164 Bulletin
165 Sam, of Watergate fame
166 Blessed _____ (birth)
167 Water _____ (salad garnish)
168 Like a Dalmatian?
169 Curtain
170 Actor Bruce and family
171 Broadway's Larry
- 8 Marshal Wyatt
9 Foolish
10 Grow larger
11 Chief exec.
12 Arab export
13 Abode: Abbr.
14 Conductor's assistants
15 "Fuzzy Wuzzy _____ hair": 2 wds.
16 _____ Romeo (Italian auto)
17 "_____ Be Seeing You"
18 Destroyed
19 Copper alloy (*I erode after storm*)
20 Decay
21 Valerie Harper role
25 King Kong's co-star
26 Remarked
27 _____ ye!
28 Egg drinks
35 Answerable
36 Nicholas II was the last
38 "_____ and the Pirates"
39 Operatic song
40 Pro _____ (for the good)
43 Drink with gusto
44 "What's the big _____?"
45 Journalist Westbrook
46 Kittens, later
48 Washington wore one
49 Island, to Isabella (*sail around*)
51 Silly stunt
52 "_____ She Lovely?" (Stevie Wonder song)
53 Have clothes on
- 54 Injection, in brief
55 Ms. Holiday
56 Spanish chaperone (*expected return of Ann*)
57 Not Dem. or GOP
58 _____ *Confessions* magazine
59 South of the border
60 B'nai _____
61 Combo sandwich: Abbr.
66 Tennis's Arthur ('50s wear)
68 Pedal _____
70 Twined together
72 "Ten o'clock" student
73 _____ En-lai
74 Loss of memory
76 Adolescents
78 "We _____ Kings"
79 Extra large shoe size
81 Revolutionary hero Allen
82 _____ cum laude
84 Miniver or O'Leary
86 Short for Irving
88 Neighbor of Braz.
89 Garland of greenery
90 Dog's name
91 First-rate
92 47-Across plus one
93 Use logic
94 Opera in the afternoon
95 Relative by marriage
- 100 Have _____ in one's bonnet: 2 wds.
101 Manhandler
102 Fathered
104 North African nation
106 If the _____ fits . . .
107 Hog fat
- 108 Wane, as the tide
110 Napoleon's "retreat"
112 Bouvier, to Jackie
114 Madame Bovary
117 "No man _____ island": 2 wds.
118 Queried
119 Kind of type
120 Soon
122 Word equal: Abbr.
125 Reed instrument
126 Added vitamins to
127 Finger's end
128 Take a big sip
129 Gift giver
134 Reproduces, as salmon
135 Waitress, at a drive-in
136 Entirely: Lat., 2 wds.
137 _____-chat (gossip)
138 Darn socks
139 Observed the rules
140 Three of cards
142 Strict user of language
143 Helps in crime
144 Waistband
146 "_____ at the Bat"
147 Actress Keaton
149 The "K" in KO
152 Milk: Comb. form
153 Turn, as pancakes
154 _____ Gauche (the Left Bank)
155 Flanders' river (*geyser's* end)
157 Antidote
159 Satiric ability
160 Timetable abbr.
161 Elec. power agcy.
162 Ms. Sothern
163 Lbs. and oz.

DOWN

- 1 Renter (*Lisa* in Boston?)
2 Take care of: 2 wds.
3 "_____ Steverino!"
4 Kingdom
5 What Sandy says
6 Cock-a-doodle-_____
7 Hawaiian baking pits (in *slim use*)



Hard Clues (cont.)

Answer Drawer, page 108

- | | | | | | |
|---|-------------------------------------|---------------------------|--|--|---------------------------------|
| 8 Hugh O'Brian role | 35 Like sugar in coffee | 56 Senorita's "sitter" | 88 S.A. country | 117 "And Brutus _____ honourable man": Julius Caesar | 139 Minded |
| 9 Injudicious | 36 Feodor, for one | 57 So. of Mich. | 89 Christmas decoration | 120 Widely-quoted poet and epigrammist | 140 Certain domino |
| 10 Dandy | 38 "His" material | 58 Align | 90 Relative of "Spot" | 122 Dict. entry | 142 Pedant |
| 11 Penn. Ave. VIP | 39 Sills' specialty | 59 Guatemala's neighbor | 91 Bully! | 125 Hautboy | 143 Drives the getaway car |
| 12 Bergamot product | 40 Cher, formerly Claudius | 60 Jewish rite: Var. | 92 Prefix with dent or pod | 126 Fertilized | 144 Scarf |
| 13 Thing, to | 43 Chug-a-lug | 61 Lunch order | 93 Cicero's "mistress and queen of all things" | 127 On the _____ | 146 Mudville's non-hero |
| 14 Railroad workers | 44 Brainstorm | 62 1975 Wimbledon champ | 94 Inedible "cake" | 128 (Yikes!) | 147 Photographer Arbus |
| 15 "I _____ idea!" | 45 WWI correspondent | 63 Stage mothers, e.g. | 95 Not an outlaw | 129 Presenter | 149 _____ off (quit) |
| 16 Grass fiber | 46 Stevens and Ballou | 70 Intermingled | 100 Busy as _____ | 134 Brings forth, in quantity | 152 Milk: Comb. form |
| 17 Heywood's "wind" | 48 Peruker's product | 72 Savant | 101 Wrestler: Sl. | 135 She waits outdoors | 153 Geraldine, most of the time |
| 18 Kaput | 49 Ibiza, to the Spanish | 73 Chinese dynasty | 102 Begot | 136 Wholly | 154 Rend |
| 19 Gold look-alike: Var. | 51 Ludicrous | 74 Fugue | 104 Carthage, now | 137 Tab | 155 North Sea feeder |
| 20 Addams Family uncle | 52 "That _____ nice" | 76 Formative years | 106 Sneaker | 138 "How Can You _____ a Broken Heart" | 157 Make ham |
| 21 Ms. Morgenstern | 53 _____ it in good health | 78 _____ Dog Night | 107 Lace with pork | | 159 The mind, once |
| 25 1930s leading lady | 54 Under: Comb. form | 79 Sasquatch's shoe size? | 108 Decrease | | 160 O'Hare abbr. |
| 26 Port _____ | 55 <i>Lady Sings the Blues</i> lady | 81 _____ Frome | 110 Isola d' _____ (Italian island) | | 161 Muscle Shoals org. |
| 27 "I shall _____ in heaven": Beethoven | | 82 Degree degree | 112 Name part | | 162 Dancer Miller |
| 28 Wooden pins | | 84 Wife, with "the" | 114 Poet Lazarus | | 163 Gms. and tns. |
| | | 86 Man's nickname | | | |

The Spiral

by A. Braine

There are two ways of looking at this puzzle—inward and outward. Solve one way with the "Inward" clues, answered by words running consecutively from 1 to 80 in the spiral. Or solve

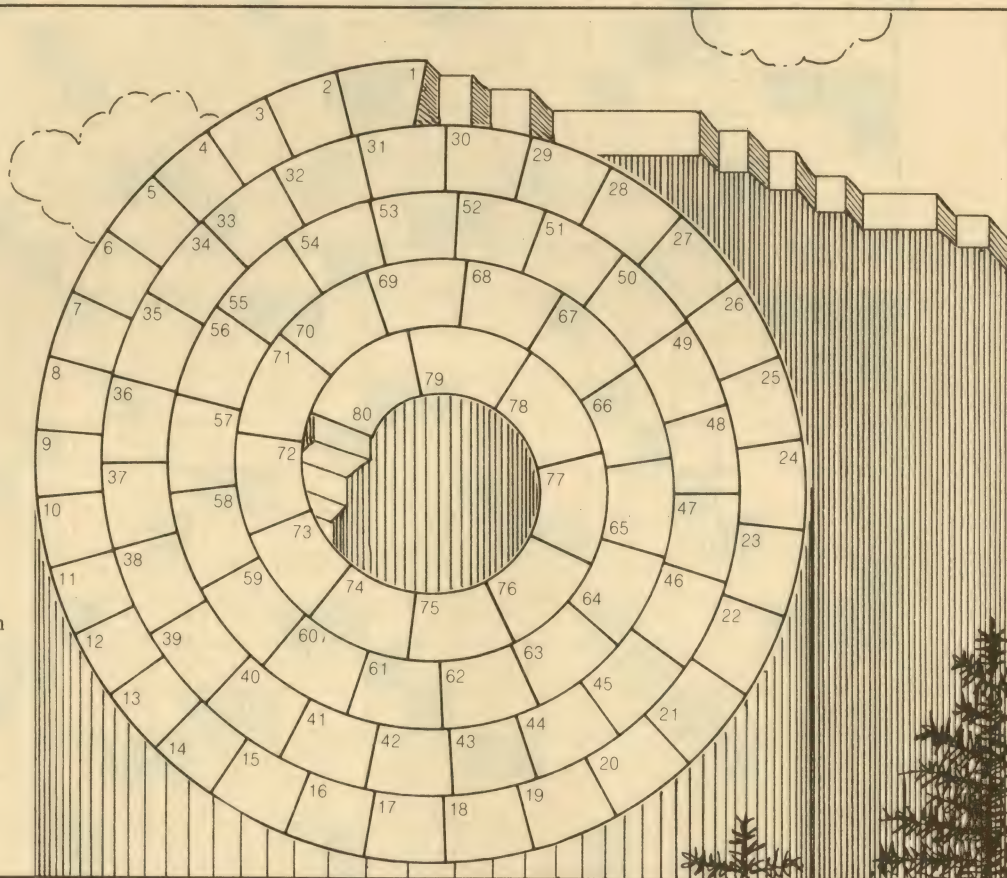
the other way with the "Outward" clues, answered by consecutive words from 80 back to 1. Answers are entered one letter per space according to the numbers beside the clues.

INWARD

- 1-4 Method
- 5-9 Mechanical man
- 10-18 Not bad
- 19-24 Variety of fir
- 25-31 Brisk, in music
- 32-37 Exit
- 38-45 Neither theist nor atheist
- 46-51 Clothes
- 52-57 Be a busybody
- 58-63 Rabbi's tongue
- 64-72 Things in the way
- 73-77 Opposite of sir
- 78-80 Massage

OUTWARD

- 80-76 Site of Rangoon
- 75-70 Whom the knight saves
- 69-66 Felix and Fritz of cartoons
- 65-61 Arbor
- 60-55 Looked upon
- 54-48 Point for bad conduct
- 47-43 Understood but unspoken
- 42-40 Male offspring
- 39-34 Very funny joke
- 33-28 _____ Washington
- 27-22 Incan work animals
- 21-17 Tag
- 16-13 Like Mother Hubbard's cupboard
- 12-8 Game of chance
- 7-1 Ennui



Answer Drawer, page 108

Pare a Pair of Pears

by Gloria Rosenthal

What we have here is a sentence containing similar-sounding words. What we have below is a game. Each sentence contains two or more homonyms, words that sound alike but are

spelled differently and have different meanings. We hope this raises your pique and that you're in the peak of solving condition, but don't peek at the answers. *Answer Drawer, page 108*

1. "_____ come down the _____ to meet you," the usher said.
2. When the gate of his cage was opened, the _____ he was going to a _____ zoo.
3. Children in school are not _____ to talk _____.
4. My _____ won't _____ up because she's _____-gambling.
5. His _____ will _____ if _____ stop jogging.
6. Many witnesses said he was _____ at the _____ of the crime.
7. "This is the _____ I ever ate," the diner complained.
8. He _____ down the _____ till he reached the lake; then he _____ across.
9. Would a _____ sung in a _____ be called a horse opera?
10. _____ need _____ when they ring for the nurse.
11. The priest can't _____ someone who _____ on others, but at least he _____ for him to improve.
12. When the shepherd asked, "Did _____ see _____ under the _____?", I knew he didn't _____ proper English.

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(please print)

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☐ Boy ☐ Girl ☐ Either

2 What geographical area are you interested in?

Urgent need exists in all the areas listed below. Select an area, or let us assign a child where the need is greatest.

- | | |
|---|---|
| <input type="checkbox"/> Where the need is greatest | <input type="checkbox"/> Indonesia |
| <input type="checkbox"/> Africa | <input type="checkbox"/> Inner Cities (U.S.) |
| <input type="checkbox"/> Bangladesh | <input type="checkbox"/> Israel |
| <input type="checkbox"/> Chicano (U.S.) | <input type="checkbox"/> Korea |
| <input type="checkbox"/> Colombia | <input type="checkbox"/> Lebanon |
| <input type="checkbox"/> Dominican Republic | <input type="checkbox"/> Mediterranean |
| <input type="checkbox"/> Honduras | <input type="checkbox"/> Mexico |
| <input type="checkbox"/> Indian (U.S.) | <input type="checkbox"/> Southern States (U.S.) |
| | <input type="checkbox"/> Sri Lanka (Ceylon) |

3 Would you like a picture of your sponsored child?

Shortly after we select a child for you, we can send you a photograph and brief personal history, if you desire.

☐ Yes ☐ No



4 Would you like to correspond with your sponsored child?

If desired, correspondence can help build a meaningful one-to-one relationship. Translations, where necessary, are supplied by Save the Children.

☐ Yes ☐ No

5 Would you like information about the child's community?

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☐ Yes ☐ No

6 Do you wish verification of Save the Children credentials?

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the handling of its funds. Based on last year's audit, an exceptionally large percentage (75.8%) of each dollar spent was used for program services and direct aid to children and their communities. Due to volunteered labor and materials, your donation provides your sponsored child with benefits worth many times your total gift. Would you like to receive an informative Annual Report (including a summary financial statement)?

☐ Yes ☐ No

(A complete audit statement is available upon request.)

7 Would you rather make a contribution than become a sponsor at this time?

☐ Yes, enclosed is my contribution of \$ _____

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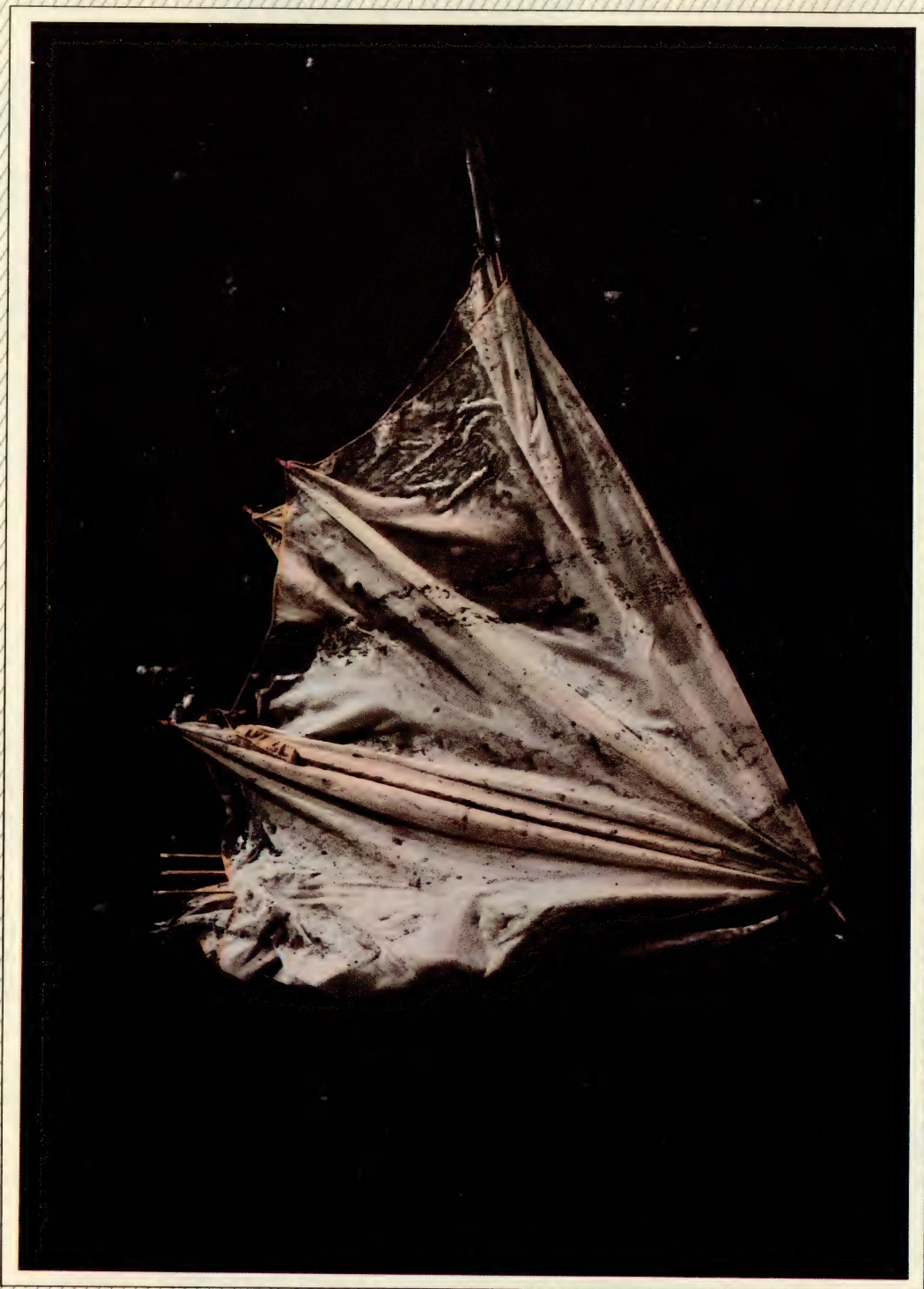
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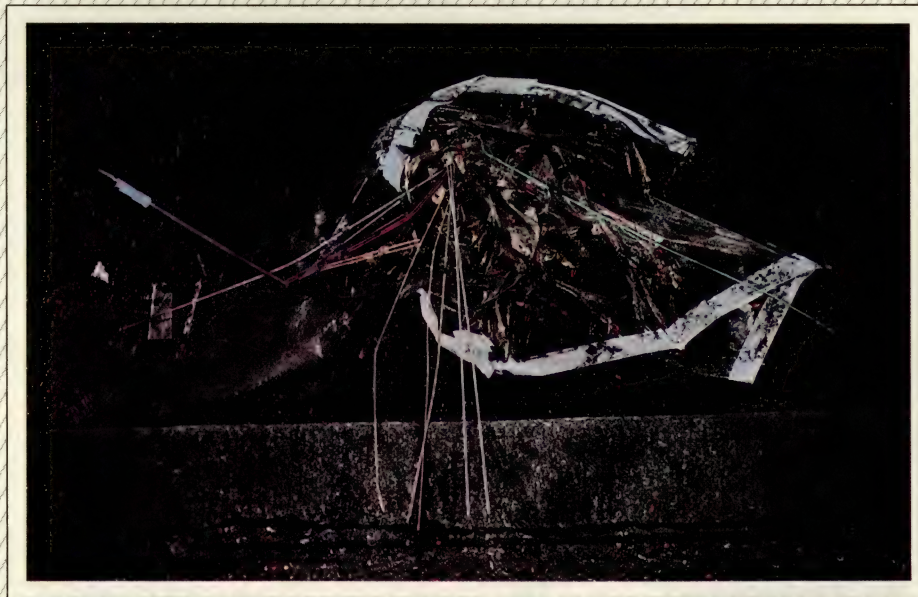
Established 1932. The original U.S. child sponsorship agency. Member of the American Council of Voluntary Agencies for Foreign Service.

Creatures After the Rain

Puzzled?
See the Answer Drawer, page 108.



*Abraham Menashe's work is in the collections of the Museum of Modern Art and Metropolitan Museum of Art. His photographs of disabled Americans, *Inner Grace*, will be published this winter by Knopf.*



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GAMES & BOOKS

Edited by Phil Wiswell

Spellmaker from Gametime Games, a division of Heritage Models, 9840 Monroe Drive, Bldg. 106, Dallas, TX 75220; \$9.95 plus \$1.00 for postage and handling.



Photos by Stan Fellerman

Many fantasy games on the market can take hours to learn and often require constant reference to charts and tables. Spellmaker, because its rules are so fantastically logical once you get used to them, is a refreshing change.

The board portrays a mystical realm where habitable domains are surrounded by a mist-covered forest. The playing spaces, connected by paths along which pieces are moved, alternate between magical (named) and non-magical (unnamed). The center domain is the Dragonlair where an innocent Princess is being held captive, while at the four corners of

the board are the castles, abodes of the two, three, or four Wizards (players), all of whom strive to rescue the Princess and escort her back to their castles, thereby winning the game.

Each Wizard commands an army of (in order of strength) Giants, Princes, Dwarfs, Frogs, and Toadstools, and places one of each on the board at the start of the game.

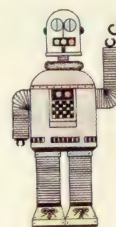
Each turn consists of two stages: Combat and Movement. At the beginning of each turn, a player may choose to slay any opposing pieces that share a domain with a stronger piece belonging to him. The only exception to this is the Toadstool, which, although the weakest piece, has the power to poison an enemy Giant and is itself safe from attack by a Giant. After the slayings, if any, a player then moves any piece—except a Toadstool, which can never move once placed—one space to an adjacent domain. If the Princess is in the domain from which the piece departs, she can be carried along.

Instead of moving a piece, a player has the option of casting a spell by playing one or more cards from those dealt him in the beginning of the game. The bulk of these spell cards are used to put spells on the pieces they represent. The remaining cards, marked with the magic pentacle, are "Nulls," cards used to cancel the spell of an opposing Wizard. While the spells are effective only in a magical domain, they are quite powerful. Spells can cause a piece to vanish, to materialize, to transform into another piece of the same color, or to transfer a piece through two or more domains, possibly with the Princess in tow. An opponent can cancel a spell at any time by playing a matching number of Null cards, but this cancelling spell can itself be cancelled, etc.

After roughly an hour of slaying Princes, running from Giants, casting spells on zealous frogs who would otherwise carry off the Princess, and performing other feats of magic, one of the Wizards will succeed in getting the Princess all the way to his castle and win the game.

Illustration by Bill Smith

—S.S.



The Ambidextrous Universe: Mirror Asymmetry and Time-Reversed Worlds by Martin Gardner (Scribner's, 1979, 293 pages, hardcover, \$9.95).

This latest book from Martin Gardner, the mathematical gamesman of *Scientific American*, is an expanded and updated edition of his 1964 classic. Taking us by the hand, he introduces, describes, and explains the world of modern physics and cosmology in what reads like a combined science/puzzle/mystery book.

The focus is left/right symmetry in the universe, and the struggle of scientists to understand it. Gardner begins with simple mirror reflections (including games based thereon), and symmetry in plant and animal life and the human body. We learn of such curious examples of Mother Nature's asymmetry as the flatfish, which has an eye that migrates over the top of its head until, as an adult, its two eyes are on the same side of its face. We read of Louis Pasteur's remarkable discovery of

"handedness" in racemic acid, told in classic style like an exciting story.

The book takes up a diversity of modern mysteries, such as the origin of life; the problems of communicating the idea of left/rightness to intelligent extraterrestrial beings; antiparticles; parity; the big bang theory; and the reversing of time itself. Throughout, Gardner uses puzzles to introduce and illustrate his material, and creates unusual similes to help us grasp the almost ungraspable. When he explains, for example, how a space warp is somewhat like a tilted bowling lane, the point is suddenly clear.

Since this highly entertaining book is directed toward the layman, it's a good thing Gardner didn't wait 20 years to revise it. Considering the pace at which modern scientific discoveries and theories are being made, even Gardner's remarkable powers of prose will soon be tested by the increasing difficulty of understanding technical jargon. He speaks, in closing, of our world and an anti-world, viewed by a hypermind in a higher space-time. We're still with him, but just barely. —W.S.

Moneychase from Tomorrow's Games by Rollis, Inc., P.O. Box 6282, Washington, DC 20015, \$7.95 plus \$1 for postage and handling.



Moneychase is an exciting, fast-moving, and visually interesting game of maneuver and capture for two players. Starting with the opening position shown in the photograph, Green and Red alternate turns moving one of their nine "moneycoin" pieces along a line from one point to another, attempting to

capture opposing coins. The object is to win by one of two methods: maneuvering the dollar (\$) piece to the center point of the board, or capturing all of the opposing coins.

The playing board consists of three circles, three ellipses, three long straight lines, and six short straight lines, all superimposed on one another to create the points of intersection on which pieces are played. The real fascination of the game lies in the graceful movement of the pieces. All coins may be moved along a line or curve one point in any direction—in fact, this is as far as the dollar piece may ever move. The other four types of pieces may also be moved in the following manner: the penny (1) may move as many points along a straight line as a player desires; the nickel (5) has similar unlimited movement along any of the circular lines; the dime (10) along any of the elliptical lines; and the quarter (25) along any kind of line. Obviously it is best to position your pieces to take full advantage of their special movement capabilities.

When a player moves a piece so that it completes a triangle of three pieces, he captures any one of the other two pieces belonging to the opponent in that triangle. There are two other situations where the capture of an opposing piece is possible. By moving a piece onto a point that completes one of the six quadrangular shapes, you may remove any one of the opponent's pieces from the quadrangle. Similarly, by moving a piece onto a point that completes one of the six pentagonal shapes that surround the inner circle, you may remove one of the opponent's pieces from the pentagon. None of the three types of shapes—triangle, quadrangle, or pentagon—are considered complete until all points of the shape are occupied.

The complexity of Moneychase lies in perceiving these geometric shapes, and learning how to complete them through maneuvering the pieces. Most players develop these skills after only one or two games, but the number of different strategies to take over the center and clear a path to it for the dollar piece are endless. Playing time is usually less than half an hour.

—P.M.W.

Masters and Monsters: The Human Side of Bridge by Victor Mollo (Faber and Faber, 1979, 242 pages, hardcover, \$13.95).

Masters and Monsters is the third of Victor Mollo's many bridge books to chronicle the incredible, tragicomical events that take place at the mythical Griffins Club. Those who have read his classics *Bridge in the Menagerie* and *Bridge in the Fourth Dimension* will already have met the insuperable but insufferable Hideous Hog, the inept but incredibly lucky Rueful Rabbit, Papa the Greek (the Hog's archrival), and most of the other characters in this new book.

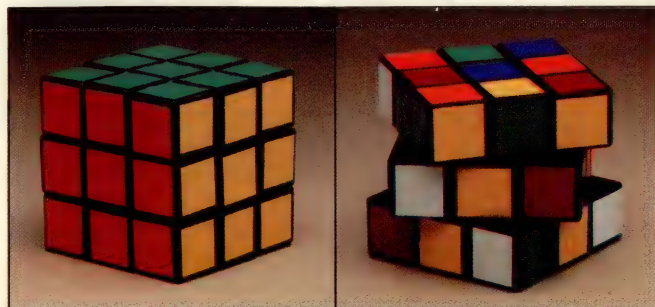
Mollo's skill as a technical bridge writer is surpassed only by his gift for bringing bridge hands to life with anecdotes consistently designed to make the reader laugh aloud. The characters' inadvertent brilliancies, fortunate misunderstandings, and miscalculated attempts to use reverse-reverse psychology all demonstrate, in highly instructive fashion, how skill, luck, and the intangible human factor are inseparable at the card table.

Amusing as it is, *Masters and Monsters* is not a book for beginners or non-bridge players. For enthusiasts of the game, however, this is not a book to be missed, despite its excessive cover price.

—R.W.S.

The Magic Cube, invented by Erno Reubik of Hungary, available from Logical Games, Inc., 4509 Martinwood Drive, Haymarket, VA 22069; \$7.50 plus \$1.50 for postage and handling.

When I received this exasperating puzzle, each 3x3 face of the 3x3x3 cube was one solid color like the one in the photo on the left. I was immediately interested in the mechanism that held those 27 little cubes together into one bigger cube that could be twisted in so many different ways, and I began experimenting. I made a few vertical turns. Then I made a few horizontal turns. Now, after months of playing with it and trying to get it back where it was, I own the cube in the photo on the right. Will someone please write to me if you find a solution? —B.D.K.



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Skirrid from Kenner, around \$7, retail stores.

This remarkable game, named after a mountain in Wales near the site of its invention, has enjoyed well-deserved success in Britain. As many as four can play, but the basic, two-player game described here is best.

Each player starts with a set of 18 pieces. Pieces come in six different shapes, and each shape comes in three different values—designated a "3," a "2," or blank. The board is a grid of numbered and unnumbered squares (361 squares in all). Players take turns placing any one of their pieces on the board, earning points according to the numbered squares covered by the piece; the value of a numbered square is doubled or tripled if covered by a "2" or a "3". Play begins on the center square of the board, and subsequent plays may only be made adjacent to previously played pieces.

What makes Skirrid a fine challenge is the "blocking" rule: at any time, a player may place a piece upside-down, earning only half the normal point value for the play, but preventing the opponent, for one turn only, from playing adjacent to the upside-down piece. This tactic should be used to approach the high-valued squares in the corners and on the edges. The opponent can usually counter it by immediately opening up the possibility for a large play elsewhere on the board.

The experienced player will learn that certain pieces are



most useful in approaching and playing in corners, and he will develop an intuitive sense for whether to make a moderate number of points immediately or to "waste" a turn with a blocking play to set up a really big score on the following turn. If you take games like this seriously, it may require up to an hour for both players to use up all of their pieces; but the game can also be played, without much thought, in perhaps 20 minutes.

—R.W.S.

The Boardgame Book by R.C. Bell (Knapp Press, 1979, 160 pages, large format hardcover with library slipcase, \$35.00).

The Boardgame Book can be approached—and relished—from many angles. Simply as an art book it is good for hours of browsing. Many of the game boards, reproduced from originals in museums or the author's extensive collection, are exquisitely crafted; and the pages are crammed with pictures showing aspects of gaming from all corners of the world.

Among many gems of information absorbed from one reading, I learned that the Chinese were using high trajectory bombardments some 2,000 years ago. This aspect of warfare, Bell points out, was added to Chinese chess with the use of the "catapult" (or "cannon") piece, which can only capture by first passing over another piece. In connection with the game Siege of Paris, I discovered that the first airmail service began in 1870 (by balloon) when Paris was surrounded by the Prussian army.

A six-page "History of Boardgames" gives a broad outline of the subject, which is filled out by the more detailed introductions accompanying the individual games. This history, with one or two minor exceptions, does not attempt to move past the end of the 19th century, perhaps leaving the prolific growth of boardgames in the 20th century for a following volume. Readers familiar with R.C. Bell's previous three books on the subject will find some of the information repeated here.

Finally, there are the games themselves. More than 60 different boards are provided, the bulk of them amply proportioned for comfortable play right on the pages of the book. (Even the cover jacket, a complete backgammon board, can be used for play. See photo.) The rules are concisely written, and left me with only a few unanswered questions—in most cases they are clear and quite adequate for learning how to play. Playing pieces and equipment are printed on a separate poster that comes with the book. If you don't have the heart to cut the poster apart, you can trace the pieces or improvise with but-



tons, coins, matches, etc.

While the book contains many race games of chance—from the well-known Pachisi to the almost forgotten Puluc—the majority are games of pure skill, running the gamut from the trivial tic-tac-toe to the esoteric Rithmomachia played by medieval philosophers. In compiling a volume of this magnitude, there is the temptation to be systematic and encyclopedic; fortunately Mr. Bell has resisted this temptation, and presents instead a wide and appealing variety of games.

Gold Rush, reprinted from *The Boardgame Book* on pages 82 and 83, is an example of a race game. According to the book's introduction to the game, "Gold Rush is a version of the German game of Barrikade, adapted at the end of the nineteenth century to appeal to the imagination of a public thrilled by accounts of the gold rushes of the previous decades."

—S.S.

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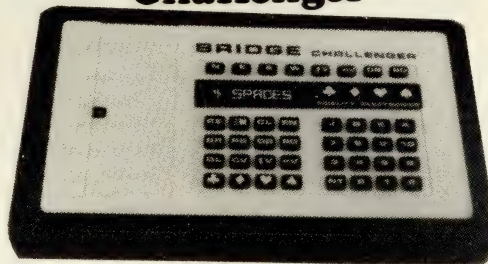
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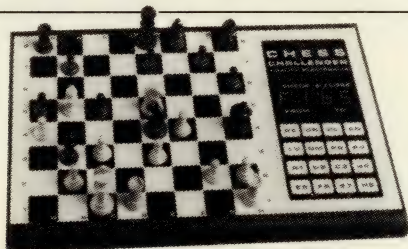
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GOLD RUSH

A Race Game for 2 to 6 Players

This game is reprinted from The Board Game Book by R.C. Bell, which is reviewed on page 80. Two instances of British usage may seem unusual to American readers: "point" refers to a space on the board (presumably only the full-sized square ones should be played on), and "score" refers to the number obtained by throwing a die. (For space reasons, "Equipment," "Object," and Rules 1 and 2 have been condensed.)

Equipment Five markers (miners) for each player, one set of 13 barriers, and a die.

Object To be the first player to maneuver all five of his miners into the Gold Mine.

Rules

1. The players place their miners on their tents and put the 13 barriers on the points indicated on the board.
2. Players throw the die to determine who moves first.
3. A miner leaves his tent and moves the number of points the player has scored, counting from the point nearest to his tent.
4. He may move forwards or sideways according to his score, but not sideways in both directions in the same throw.
5. If a player throws a six, he moves one of his miners by six points, and then throws again, to move the same piece according to his new score.
6. A miner can pass over another miner of any color.
7. Only one miner can rest on any point.
8. If a miner lands on a point occupied by a miner of another color, the latter is sent back to his tent to begin his journey again.
9. All five miners of a team may be on the trail at the same time.
10. A miner cannot pass a barrier. To get beyond it he must land on it with an exact throw.
11. When a miner lands on a barrier he rests there until the next throw. On moving off, the player has the choice of leaving the barrier where it is, or of moving it to some other unoccupied point, either to protect his own miners, or to hinder those of his opponents. Barriers cannot be placed on the starting line, which must remain clear.
12. If a miner is resting on a barrier, and a miner from a rival tent lands on it, the first miner is sent back to start again and loses the privilege of moving the barrier.
13. If all the miners belonging to one player are blocked and he cannot use a throw, the throw is lost.
14. If a miner is one point from the Gold Mine and the player scores any number other than a one and cannot move his other miners, the number scored must be used to move the miner away from the Gold Mine. If this is not possible because he is blocked by a barrier, or the point is occupied by one of his own pieces, the throw is lost.





INCOMPITENCE STRIKES AGAIN

Our Postmaster Resumes His Fitful Sleep

by Ira Zweifach



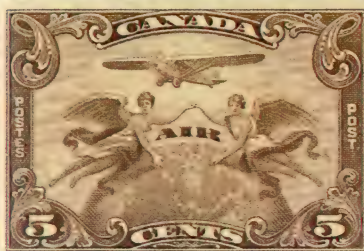
AMERICAN BANK NOTE COMPANY

1. Honduras, 1937 (never corrected).

After presenting "Postmaster's Nightmare" (September/October 1978), we discovered that we may only have scratched the surface of postal blunders. Here again are real postage stamps from around the world, each of whose designs suffers from a critical error of fact—scientific, historical, grammatical, logical, etc. In some cases, we offer a corrected edition for comparison. Can you tell what is wrong in each case? A magnifying glass is allowed and may even be necessary in a few cases.

Answer Drawer, page 110

Ira Zweifach is editor of Scott's Monthly Stamp Journal and president of The Collectors Club of New York.



2. Canada, 1928 (never corrected).



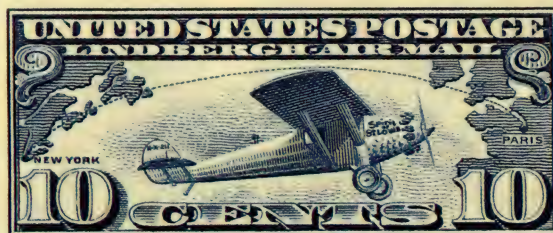
3. Newfoundland, 1865
(never corrected).



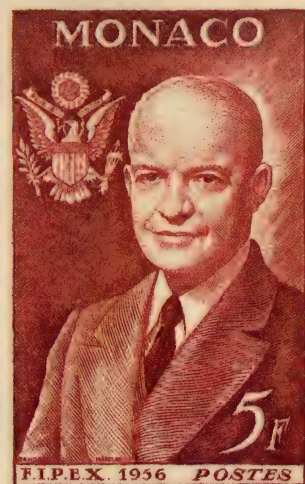
4. United States, 1946
(never corrected).



5. Spanish Sahara, 1953
(never corrected).



6. United States, 1927 (never corrected).



7. Monaco, 1956
(never corrected).



9. France, 1903
(never corrected).



8. Mali, 1978. Corrected issue, 1978.

Hint: Don't be distracted by the overprint "2^e HOLLANDE," which was added to the corrected issue. (A cover-up?)



10. Switzerland, 1909.



11. United States, 1925
(never corrected).



12. Nyasaland, 1945 (never corrected).



Corrected issue, 1910.
Hint: Color is irrelevant.

4TH DIMENSION

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4TH DIMENSION is a classic game of pure strategy — no luck or dice are involved. A unique feature of the game is the ability to “Time-Warp” a piece — removing it from the board — and bringing it back into play in a different location! Players must take care not to allow their Time-Lords to be trapped by opposing Warriors beaming down from Time-Warp . . .

Simple to learn, **4TH DIMENSION** is easily grasped by any gamer from age 10 to adult. The rules are brief and fully illustrated with examples of play; it takes only about 15 minutes to read them and start playing. Games typically are over in only 30-45 minutes.

This deluxe boxed version of the game comes complete and includes a 8¾" x 10½" mounted gameboard, a set of 26 custom molded plastic playing pieces, and a four-page rules folder.

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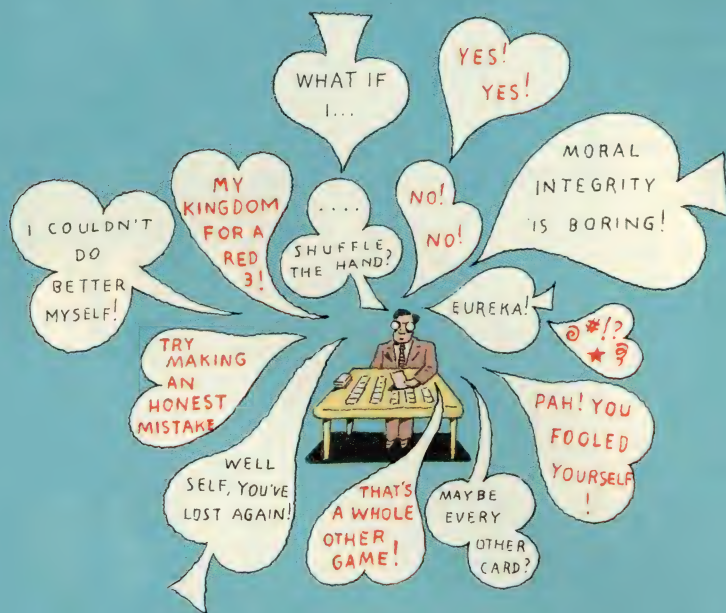
THE GAME WIZARDS

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The Creative Cheater's Guide to Solitaire

(Wherein Virtue Is Not Its Own Reward)



by Bernie De Koven



Allow me to establish outright the fact that I do not condone cheating. I consider following the rules to the letter, especially when one is losing, an exercise in moral integrity.

On the other hand, as an avid solitaire player, I've noticed that after twenty or so losing hands, uninterrupted moral integrity becomes boring.

At this point, I say to myself, "Well, self, you've lost again. Once more you are confronted by an array of misspent cards. It is important for you to accept this defeat as part of your grand confrontation with chance, and get on with the thankless chore of picking up all fifty-two cards, shuffling them, and starting over again."

And my self says to me, "Surely you can arrive at a more economical approach to the whole thing. Seeing that this game is admittedly lost, of what harm could it possibly be, at this time and in the larger scale of things, to explore a variation? It

does seem that some small reinterpretation of the rules might serve as a pleasant diversion."

I've been playing the basic solitaire game that most people call Klondike: you set up a tableau of seven piles, turn over every third card from the hand, build down on the tableau in alternating colors, build up on the ace foundations in rank sequence. I carefully reconsider all the rules, hoping that there is some subtlety that I've overlooked. But alas, no.

Now my self says to me, "Look here, good buddy. This game of Klondike looks exactly like a game I call Las Vegas Solitaire. The only discernible difference is that in Las Vegas, a player turns over every card from the hand, instead of every third card. Some people maintain that this is in fact the correct way to play the game of Klondike."

"Well," say I to myself, "why not simply assume that the game is somewhere in the middle of the famous Las Vegas

variation, making use of all those cards in the hand that were depressingly unavailable to me."

The first three cards are pure gold. I can use every one of them, and the entire tableau begins to open up. The fourth card is useless. Perhaps this is as it should be. After all, if I could use every card, what would be the challenge?

I must now decide what to do with the unplayable card. According to the rules of Las Vegas Solitaire, which I am now playing, one makes only a single pass through the hand. A wasted card is wasted forever. That seems a bit harsh. On the other hand, playing the pile one by one again seems downright slovenly, lacking any redeeming dignity.

Then my self reminds me of a game called Calculation. In this game, though it is laid out and played quite differently from either Klondike or Las Vegas, one is allowed to dispose of unusable cards in any one of four wastepiles. Intriguing. Suppose I were to use the seven columns

in my Klondike tableau as wastepiles, and allow myself to place an unusable card face-up on top of any of the columns. I would then be able to prolong the usefulness of the cards from the hand, yet maintain my integrity by covering potentially useful cards already available to me.

Proceeding in that manner, I win the game.

"Pah," I say to myself, "you cheated yourself out of the challenge, old buddy. The only skill you were able to manifest was your ability to fool yourself."

I gather up the cards, shuffle, and begin a new game of Klondike. I lose.

Once more I try the Las Vegas variation with the remaining cards, and once more I apply the Calculation modification. I lose again. Which proves that while I may once have grabbed victory from the jaws of defeat, I left the beast with enough teeth to make the contest contestable.

Except that now I'm left with all the cards in the tableau, no cards in my hand, and apparently nothing to do but shuffle my cards and begin again.

Surely, there must be a game in which one is faced with all these columns of cards and no hand to go through. And lo, I remember Yukon. Ah, Yukon. Essentially the same game as Klondike, you see, but with all the cards that make up the hand in Klondike laid out, face-up, in the seven columns. One may use any face-up card in the tableau as long as one can bring all the cards on top of it to the top of another column. Thus if the three of diamonds I need is in the middle of a column under the six of spades and a half dozen other cards, I can uncover the three if I have a red seven on the top of some other column onto which I can move the black six and all the cards on top of it.

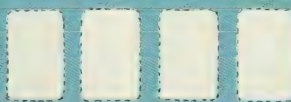
And so I travel from Klondike to Yukon, by way of Las Vegas and a necessary Calculation or two, only to find that all my creativity and integrity have brought me to yet another unhappy conclusion. I have no move, and no wastepile with which to break the impasse.

Surely there must be, in some other game, yet another precedent to follow. Racked with frenzy, I consult my self, seeking guidance and inspiration. My self concludes with the following insight: "Oh truly creative cheater that you are, here is yet another variation. Condense the cards in each column so that there are seven piles. Place one pile on top of another to produce a single pile. Take that pile, put it in the box, and stop with this stupid game already." □

Contributing editor Bernie De Koven is the founder of The Games Preserve, a cooperatively run recreation facility in eastern Pennsylvania. He is a game designer and author of The Well-Played Game.

Four Games That Evolve into a Good Cheat

KLONDIKE



Play aces for the four foundations and build up each suit in rank sequence.

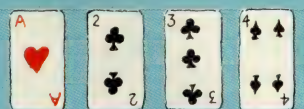


Lay out the tableau of seven columns as shown.

Turn over every third card from the hand, using the top card (where possible) to play onto foundations; or onto any column, building down in rank and alternating in color.

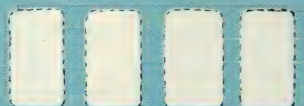
LAS VEGAS Lay out as in Klondike, but turn over every card from the hand, going through the deck only once.

CALCULATION



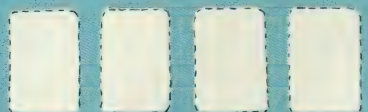
Lay out any ace, any two, any three, and any four as foundations. Build up in rank, regardless of suit.

Turn up cards from the (48-card) hand one at a time. Each card must be played on one of the foundations, or face-up on one of four wastepiles.

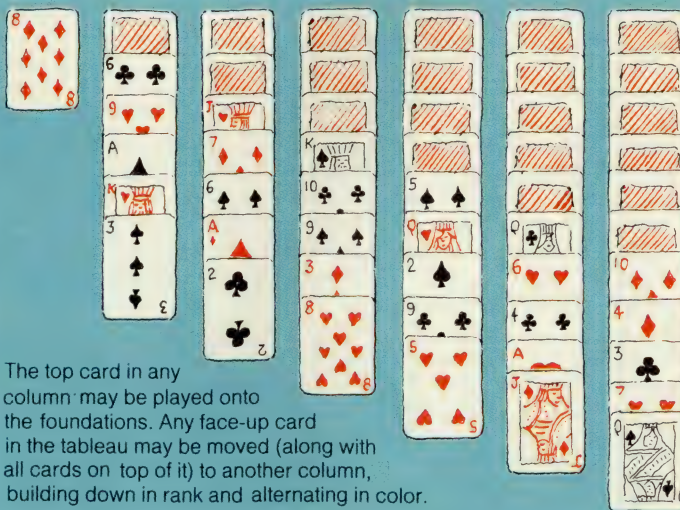


Top card on any wastepile may be played onto foundations.

YUKON Lay out as in Klondike, but instead of leaving cards for the hand, deal those cards onto the columns in the tableau, face-up as shown.



Build onto ace foundations as in Klondike.



The top card in any column may be played onto the foundations. Any face-up card in the tableau may be moved (along with all cards on top of it) to another column, building down in rank and alternating in color.

For those who want almost unlimited precedents for creative cheating, the author recommends 150 Ways to Play Solitaire (available for \$1.25 from the U.S. Playing Card Company, P.O. Box 12126, Cincinnati, Ohio 45212). Don't be surprised to find games that you thought were called by one name called by another.

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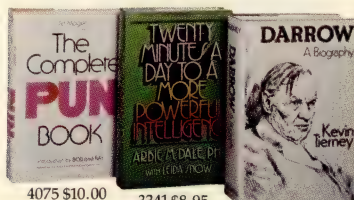
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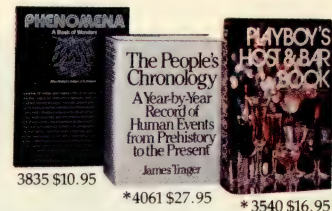
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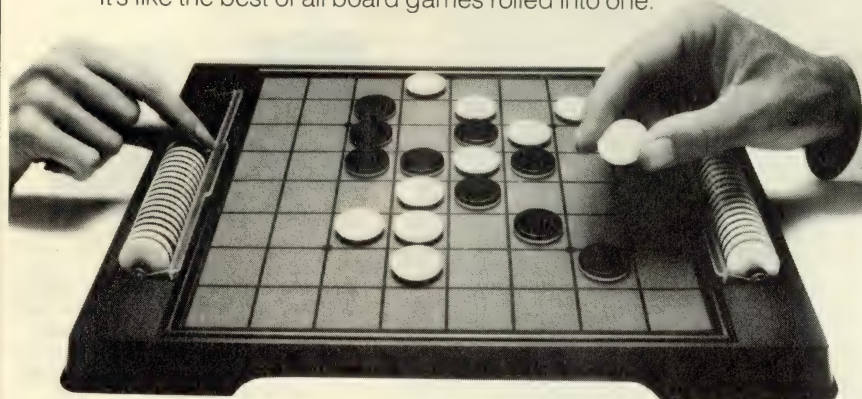
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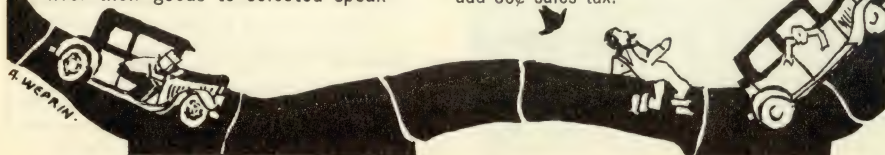
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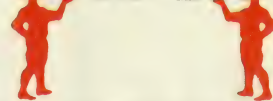
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WORD ROW



Secret Links

by Dmitri A. Borgmann

Observe the initials of the title above: S and L. There is something most curious about these two letters. Patient investigation has uncovered the fact that a seemingly endless array of terms designating opposites, or at least strong contrasts, involves these two particular letters. Consider, for example, the following pairs of terms:

LARGE-SMALL	LIBERTY-SLAVERY
LONG-SHORT	LARBOARD-STARBOARD
LIQUID-SOLID	LEVEL-SLANTING
LOUD-SOFT	LIBERAL-STINGY
LAND-SEA	LEVITY-SERIOUSNESS
LUCK-SKILL	SIR-LADY
LIGHT-SHADOW	STAND-LIE
LUNCH-SUPPER	SLANDER-LIBEL
LUNAR-SOLAR	STRICT-LAX
LOOSE-SECURE	STRIKE-LOCKOUT

The list can be extended at will. It was LINCOLN who took up arms against the SOUTH, and de LESSEPS who built the SUEZ Canal. One of the most intensely anticipated boxing bouts of this century, involving national and racial prestige, was the one in 1938 between Joe LOUIS and Max SCHMELING. Bolivia has two capitals: LA PAZ is the administrative capital, SU-CRE the constitutional capital. For something less than LOVE and SEX, comic strip figure LOIS LANE has her hero SUPERMAN. And at the highest level, SATAN opposes the LORD throughout eternity.

The L-S Syndrome is unique in the annals of the alphabet. Nonetheless, at least a few pairs of contrasting words can be hunted up to represent any combination of two letters.

An interesting exercise involves the pairs A-A, B-B, C-C, . . . Z-Z. Though more difficult to exemplify than the L-S Syndrome, each of the 26 pairs of like letters *can* be conquered—with diligence and imagination. See how complete a list of like-letter opposites you can compile, avoiding word pairs that differ only in endings indicating gender (such as DUKE-DUCHESS or WAITER-WAITRESS), then compare your solutions with mine. □

Answer Drawer, page 110

Dmitri A. Borgmann is the author of three books on wordplay. His articles appear in Word Ways, The Journal of Recreational Linguistics.

Stranger than Fiction



Films often use chess as a prop to show that the characters who play it "ain't lowbrow." The actors are usually given something memorable to mutter—such as "check"—and more often than not the chessboard is set up incorrectly with a black square in the lower right corner.

One of the few movies that intelligently integrated chess into the plot was S. S. Van Dine's classic *The Bishop Murder Case*, released in 1930. It was based on the best-selling mystery novel of that name in which the aloof, chess-playing sleuth Philo Vance is called upon to solve a series of brutal murders.

At the scene of each crime, the killer leaves a note signed "The Bishop" along with a black bishop from a chess set. It turns out that all the victims knew each other, and all the suspects are chess players. The prime suspect is John Pardee, a mathematician and promoter of the Pardee Gambit. For years Pardee has sponsored grandmaster tournaments in which his was the only opening allowed, but analysis has shown his brainchild to be flawed. Pardee is on edge and bitter at the failure of his gambit, and at least one of the victims had made unkind remarks in public about the gambit. Did Pardee kill him to get even?

At the time of the latest murder, Pardee was playing chess with the great Aki-

ba Rubinstein at the Manhattan Chess Club. Vance is able to prove that Pardee could have slipped away and committed the crime while Rubinstein pondered a difficult play for 45 minutes. But Pardee is later found dead, slumped over a chessboard with a bullet through his head and a gun in his hand. The position on the board duplicates the end of the game he had just lost to Rubinstein (see Problem C below).

The search for the killer resumes when yet another murder occurs *after* Pardee's apparent suicide. Eventually, Vance pins the murders on a professor who, jealous over his niece's loss of affection for him, was trying to lead the police on a merry chase that he hoped would implicate her suitor (also a leading chess player).

The real life model for Pardee was Isaac Leopold Rice, a patron saint of American chess until his death at the age of 65 in 1915. Rice was a professor of law at Columbia University who became a millionaire quite by accident after being talked into taking a business case that was outside his field. After first refusing, Rice was persuaded by his client's argument: "I played you a game of chess 13 years ago and liked the way you played."

Rice won the case and went on to become a prosperous corporation lawyer who sat on the boards of more than a dozen firms. But chess remained his first love, and he tirelessly promoted the Rice

Gambit: 1.e4 e5 2.f4 ef 3.Nf3 g5 4.h4 g4 5.Ne5 Nf6 6.Bc4 d5 7.ed Bd6 8.0-0!? Be5 9.Re1 Qe7 10.c3.

Rice sponsored entire tournaments, including international postal events, in which each game began with this sequence. He also financed a six-game match in 1903 with Lasker taking White against Tchigorin to test the position. Black won the match 3½–2½, but Rice was undaunted. Like Pardee, he refused to abandon his gambit.

Rice and his analytical team always found a way to bolster White's resources before the next great tournament test. Interest abounded as long as Rice kept his checkbook open, and over thirty players were honored by variations named after them in the course of this vast analytical odyssey. But by the end of World War I, the gambit lost favor; it was found that the best White could hope for was a draw. One of the most heavily analyzed openings in history is now never played, interred in a footnote of the latest opening manual.

If a man like Professor Rice had never existed, could a novelist ever have conjured up an eccentric character like John Pardee? □

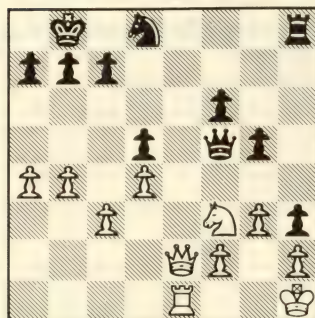
Grandmaster Evans, a three-time national champion and member of eight U.S. Olympic teams, is a noted author and chess columnist. He was Bobby Fischer's tutor in preparation for the 1972 World Championship match.

PROBLEMS

Answer Drawer, page 112

EASY: Opocensky—Alekhine, 1925

Black

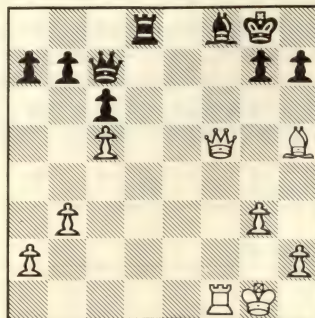


White

A. Black to play and win

MEDIUM: Reti—Bogoljubow, 1926

Black

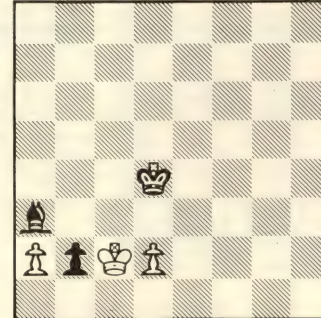


White

B. White to play and win

HARD: "Pardee—Rubinstein"

Black



White

C. Black mates in four moves

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A Games Contest

NEW TWIST ON TONGUE TWISTERS. THE SIXTH SICK SHEIK'S SIXTH SHEEP'S SICK. RUBBER BABY BUGGY BUMPERS. SHE SELLS SEASHELLS BY THE SEASHORE. THE SINKING STEAMERS SUNK. TOY BOAT TROY BOAT. IF YOU STOCK OF LIQUOR IN YOUR LOCKER, IT

Grand Prize Winning entry engraved on a silver tray.
Four Honorable Mention Prizes A *Games* T-shirt.

Peter Piper's pooped from picking all those pickled peppers, and "she" has sold enough seashells by the seashore to retire by now. Besides, they're both a little tired of tripping over everyone's tongues. So we'd like you to send us some original tongue twisters to freshen up our files and set our tongues wagging.

A good tongue twister consists of a series of similar-sounding (alliterative) words which, when you try to repeat them, are apt to leave you with a mouthful of garbled consonants.

Twisters can be brief, like:

The sixth sheik's sixth sheep's sick.

Or not so brief:

If you stick a stock of liquor in your locker,

It is slick to stick a lock upon your stock,

Or some joker who is slicker's going to trick you of your liquor . . .

If you fail to lock your liquor with a lock.

Your entries, like these examples, may range in length from a single sentence that's difficult to repeat over and over, to a veritable short story that you're lucky to get through once. You may submit more than one entry, but please print or type each one on a separate entry blank (the one provided or a facsimile). Entries will be judged on their originality, on our difficulty in repeating them, and on the quality of our laughter as we test them the only way tongue twisters can be tested—out loud. The decision of the judges is final.

—Gloria Rosenthal

Entries must reach us by December 3, 1979.

Clip or copy this coupon and mail to **Tongue Twisters, Games Magazine, 515 Madison Avenue, New York, NY 10022.**

Attach additional sheets as necessary.

My Tongue Twister _____

Name _____

Address _____ City _____ State _____ Zip _____

All entries become the sole property of *Games* Magazine and none will be returned.



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You are the Farmer, plunked down on the gaming track at Christmas Vacation. Roll and move. Hope to get in the fields early this year. Your corn planted on time, doubles its tonnage: \$\$. Land in Hay Harvest first. Come on Dice . . . Baby needs a top price and yield! Should you buy that orchard? or stick with grain farming? There's some summer range available to lease, if your luck holds. Build that weekend ranch into one high powered outfit so you can shuck that town job!

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Please send me _____ games @ \$9.75 _____
shipping and handling: @ \$2.40 _____
(\$.60 each additional game) _____
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Bridge

Test Your Play

by R. Wayne Schmittberger

In each of the following hands, South is declarer in the specified contract, and the opponents were silent during the bidding. Plan the play.

Problem 1 (Easy)

NORTH
♦ 8 3
♥ A K Q 10 7
♦ 7 4 3
♣ A 7 3
SOUTH
♦ A J 6
♥ 6 4
♦ A K J 2
♣ Q 10 9 6

Rubber bridge,
N/S vulnerable
Contract: 3NT
Opening lead:
five of spades

On the opening lead, East plays the ten and you win with the Jack. This gives you eight top tricks, so you need only to find the safest way of establishing one more before the opponents can take five.

Problem 2 (Medium)

NORTH
♦ A K J 10
♥ Q J 10 9 8 7
♦ J
♣ Q J
SOUTH
♦ 5
♥ A
♦ K Q 6 5 3 2
♣ A 6 5 4 3

Rubber bridge,
N/S vulnerable
Contract: 3NT
Opening lead:
nine of spades

You have many potential tricks; but, as in most misfits, you also have communications problems. How can you ensure the contract against all possible adverse distributions?

Problem 3 (Hard)

NORTH
♦ J 4 3
♥ 5 4
♦ A K 4
♣ A 8 6 5 2
SOUTH
♦ K Q 9 7 5 2
♥ A K Q 7 3
♦ —
♣ Q J

Rubber bridge,
N/S vulnerable
Contract: 6♣
Opening lead:
Jack of diamonds

Your success may well hinge on your play at the first trick, though this is not easy to foresee. What do you play from each hand, and why? ☐

Answer Drawer, page 108

G

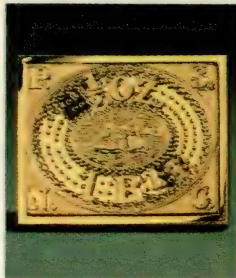
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Portion of Guatemalan stamp enlarged to show fine detail in gold on sterling.



The 2-skilling "crowned numeral" design of Iceland was based on a Denmark stamp. Only 40,000 were printed—and they are extremely difficult to come by today.



"Liberty Seated" is the theme of the first stamp of Liberia. Based on a British colonies design, it differs in that the helmet has become a cap, and the figure is on a stone jetty.



1-shahi "Tiger's Head" of Afghanistan.



The 1-candareen stamp of China is identified by its "Imperial Dragon" motif. The Chinese characters stand for the Great Tsing Dynasty.



Bolivia's first stamp, the 5 centavos, depicts a condor—the large bird native to the Andes—perched on a globe. Philatelists call it the "Condor Issue."

Gold on sterling stamps shown actual size.

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Contest Results

Pet Agrees • Eyeball Benders • Golden Chain

A Curious Menagerie

Robert Kalman



Grand Prize Winner Iris Kalman and her favorite llama.

As a result of our "Pet Agrees" Contest (July/August, page 23), in which readers were invited to send us photos of their animal twins, not only did every dog have his day, but a whole menagerie of cats, birds, snakes (and their owners) also shared the spotlight. The Grand Prize photo captures the most unusual, unparalleled, and uncanny likeness we came across: Iris Kalman astride her favorite llama! The man behind the lens, Robert Kalman of Chester, New Hampshire, will receive

Irwin Somero



Nathan Somero and his pet rock

a Nikon camera. In addition, a special honorable mention prize of *two Games* T-shirts goes to Nathan Somero of New Ipswich, New Hampshire: one for him and the other for his pet rock. Bob Loeffelbein of Valley Lee, Maryland, James Goodman of Portland, Oregon, and Doug Himebaugh of Waterloo, Iowa will also receive *Games* T-shirts for their beastly photos (not shown).

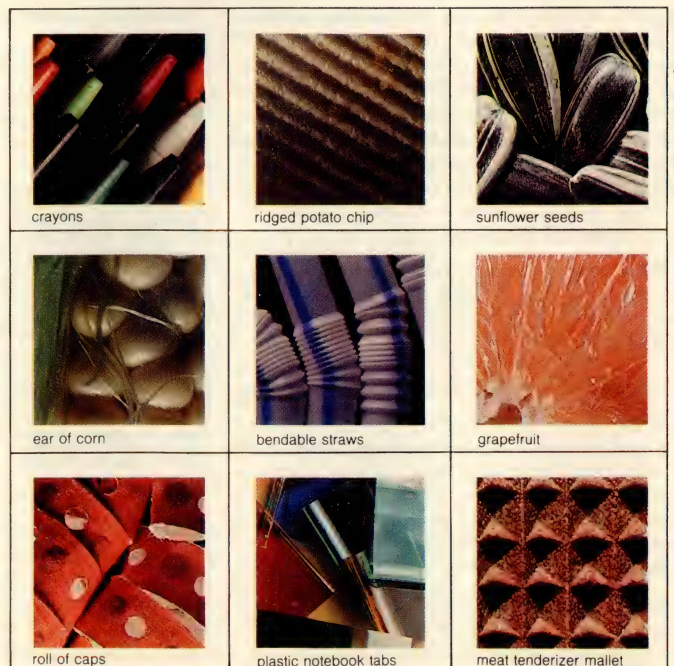
—L.F.

Bend Ours

We wanted to see Eyeball Benders through your eyes, and were truly baffled by many of the more than 400 entries to the "Bend Ours" Contest (May/June, page 19). Larry Bell of Daytona Beach, Florida (winner in the "color" category) and Gary Spoerre of Sherrill, Iowa (winner in the "black and white" category) will each receive a Polaroid SX-70 One-Step Land Camera. Their photos, and those of the 16 T-shirt-winning runners-up, appear on pages 98 and 100.

Bend Yours

The "Bend Yours" Contest (May/June cover) provided a rare glimpse of some of the strange things readers see in these obfuscating photos. The grapefruit was most often mistaken for an orange, and most wildly mis-identified as a sunburst. But the trickiest photo was the meat tenderizer mallet: some saw it as a waffle, a honeycomb, or even a postage stamp wetter. The winner—the first in a random drawing (from nearly 14,000 entries) to identify all nine objects correctly—is Donna Horrall of Wheatland, Indiana. She will receive a Polaroid SX-70 One-Step Land Camera for her keen eye and her good luck.



Photos by Jane Limbacher

WORD/PLAY for the AD/VENTURE/SOME

The object of "Golden Chain" (July/August, page 23) was to compile the longest list of *different* words (a requirement that disqualified a large number of entries) so that each successive pair of words on the list, taken in order, formed a "compound word" (as defined rather broadly in the contest) of two or more syllables. The winner is Michael Wolfberg of Concord, Massachusetts (he also won the ALAKAZAR Contest), with a chain totaling 1,113 words. He will receive the first prize of a 14-karat gold Italian Mosaic NECK/LACE from Speidel, with a gold TOOTH/PICK to hang on it. Honorable mention prizes of a *Games* T-shirt go to: Kyle Corbin, Raleigh, North Carolina (1,054 words); Ralph Kusnitz, Marblehead, Massachusetts (1,014); Richard Silberg of Baltimore (1,011); and John R. Wiles of Philadelphia (886).

The winning entry appears below. All words, single and compound, are found either in the main text or the Addenda of *Webster's Third*.

—R. W. S.

The Winning Entry

anti pope ye shiva ree quip u rare bit brace ro manos tat ot trun cate chol
iamb us on tripe hound shark skin flint wood kern os mound ana mias mas
soy milk sop hist ury x eric ad venture some how ever green gill net leaf
girl ie roe stone brash est range work week days far khans amas sing
kamas si mile post scapula re veals kin cob nuls hell dog nap piers spit
box haul yard arm ada tom cod ex terne place aus har dim met ope rand
om aqua nos her mai pure blood als has sling shot star quake tail first
hand spike horn fels pars nip cheese parer gal chic anes tri toma hawks
haw ser pent alpha bet long kang ani sole print out doors ill guide line cut
throat latch string halt ere mite red brick bat horse whip cord wains cot
enure sis kins people dom ain huh drum heads tall boy las cook eyes letter
space band ana list ens lamp alas trim mer maiden hair beard tongue
flower pot luck now here with wind screen play ground nut meg rim rock
belt wether hog nose wheel race mes sin dry lot to whee zing anas arca de
lint white blow job ber tha wing stem son deli mit res pue blo whole sale p
honey bun yip pee wee shy locks pit chi canes cent avo wry neck lace pod
agra fes cue vas sal via tors ade roma des elect rms hop load flax drop
kick backs pang lima one ast rut tee vee ring law pie bald ricks ha biri ba
sinal bin gee gaw sie ver bena b lolly gag teeth ridge tree tops warm an
cones sine w hereto fore shadow gram mars har mark kas bah ama nori
mon tana gra ben thon ga boom dock side show case book store keep
sake ret em bitter sweet shop window shut off come r apport ion ones elf
wort hing ers ar chive y anan as cham iso there for bad aya mete wand oo
theaca te belth umen shaw need ding dong on mun ich thus
wise crack hemp seed gal op sonic ate f lopper ing ush er ethic als o hone
sty lops tick bean bag git tern ary late bra ceph erme rods men talis
mans layer age long wool fell oe strid han gout weed hook tip toe nail rod
knight hood mold board walk overs how cake bread basket ball park land
whin chat t kor yak ut ah unt wine glass working woman kind reeds tart ago
rot undo g ambas sage brush ups gar look law ab bassi ne reis sue vic lim
baile fire brat tier cel lose i amish go blin dish rag shag ging ham mock ado
be littles t rifles hot dogger el flock owner ship wreck fish pond grass quit
claim ant eppirhema tick key boarding house broke n unlet table spoon drift
bolt rope trick sy nema lite ration ale cost mary bud mias pis tote dan sant
our self same k olea tes sera pea cocks hut ching ma pau lin gam bist ort
stein kirk town asche goat herd wick ape rea rise time card sharp shin dig
arm lum bang ash koko ona ger mule back slap stick tight wad cutter head
quarters aw eel spear mint master piece meal worm hole proof read option
or chid den tilis it mo cuck oos copy cats up curl paper mouth wash tub bal
lad die strum pet rel am hora h arrows tone me tepa che rub ato pic ket
one fold boat swain mole d windles sly boots turn unto ward room mate
lote bush bucks rats pur part ula e lance gage you pon cho pine sap pare
vee nae body surf ace turn my sell outs tink ling low path way goose pog let
ted dies es chara banc al fa do main sheet flood light face cloth bound en
womb at ajo wan twit ten door mat low life guard rail roads ide ates tine id
led gers um brine less ons et hos try sail plane is unami able gate wards
man gold arm otto manic ure than king fisher folk free marlin gale ros in
dant moor hen ting lang hin du cat puss pose ur chin bone shaker ess ay ins
pectoral is apostolic i dem arch angelic a dos sel syn type cast rum pled
gor mand elate rin con cur are nig nay word smith am bari sh amba lam
bent hon das tur bans hie mal lee angle touch down swing stock pile ala vi
mana tees water loo sen nit wit oto steal thy mol ave nine pin feathered ge
mini cab bala was ho oka pi lau fer mys conduct io wa tap pa pule gol dis
counter dike grave clothes press run round top cross break iron hard hack
thorn billi bug ara wakan da idle set wall aba sic ken speckle breast plow
share crop sick bed straw hat check strap hang tag along shore yer ava hi
spa thous and ante nave ta mil lime rick shas tan gum boil over skip jacks
hay mow rah dar rein deer drive well spring buck wheat ear cockle shell
cracker jack daw lit mouse web by street car rom pu lu lab bas sa propel
lant ana plasma gene van dai radian ce mental is bon bons ai wain scot tie
wig gen too na taka he par sec tor got hic cough root hold all hallow day
break through put log jam pan tun gan ef fort night jar bot fly past rami
corn crib rose tangle foot pick pole mist rain storm cock crow step child
birth place bo yar ran cors air strip per salt peter sham mar conical ami
doli lar val var sha vie wer wolf rams lam bor row port end brain cap sid dur
ban io cum bu an sa sei del inter mix hill til can lala ri mu cor olla v
amper sand bar keeps ake piro gi bel dan pen sum bul gur kha ki monos
tele photo pia no pal mad ras boras cos sack bot oxy gas lit any where
under prop jet sam sara pe plum bum malo dor sad hu mid winter kill joy
pop pas quin nat aka la lo wish ram til sit com ox shoe pack saddle bow
leg gins eng obe li tho rough draw bore coles law court like ness berry

THE NO. 1 CONTEST

IS COMING!

The cold winter doldrums may arrive after Christmas, but **The 17th Annual St. Valentine's Day Massacre** will sweep them away!

- * This was the most fun I've had in years. Where have you been all my life?
- * What a sneaky low-down bunch! I loved every minute.

So said two of this past year's enthusiastic contestants.

Conducted entirely by mail in each of the last 16 years, the **Massacre** is an amazing application of strict logic to downright looniness, all in the form of a Pacific-to-Atlantic tour in a Rand McNally Road Atlas.

Spend a few evenings whenever convenient during January and February, traveling at your kitchen table from page to page, over mountains and plains, having a generally wild time along the way:

- * getting free gas (free gas!) in Tacoma
- * spudding a well in Idaho
- * portaging in a Duck
- * thrashing about with your niblick on the Hilton Head links

Experience doesn't matter. We have awards for many in several categories, from first-timer to master, and souvenirs for all. To join us in this mad adventure, send the \$15 (U.S.) entry fee (add \$2.50 if after November 19, so we can use first class mail to send your atlas) and you'll receive all materials right after New Year's. Late entries accepted until February 14.

Try the **Massacre**. It's really something.

The St. Valentine's Day Massacre
P.O. Box 378 L
Murrysville, PA 15668

Please send everything I'll need. My payment (to "Massacre") is enclosed.

name _____

address _____

city _____ state _____ zip _____

**E
Y E
B A L L
B E N D E R S**
WHATARETHESEOBJECTS?
SEETHEANSWERDRAWERONPAGE110.

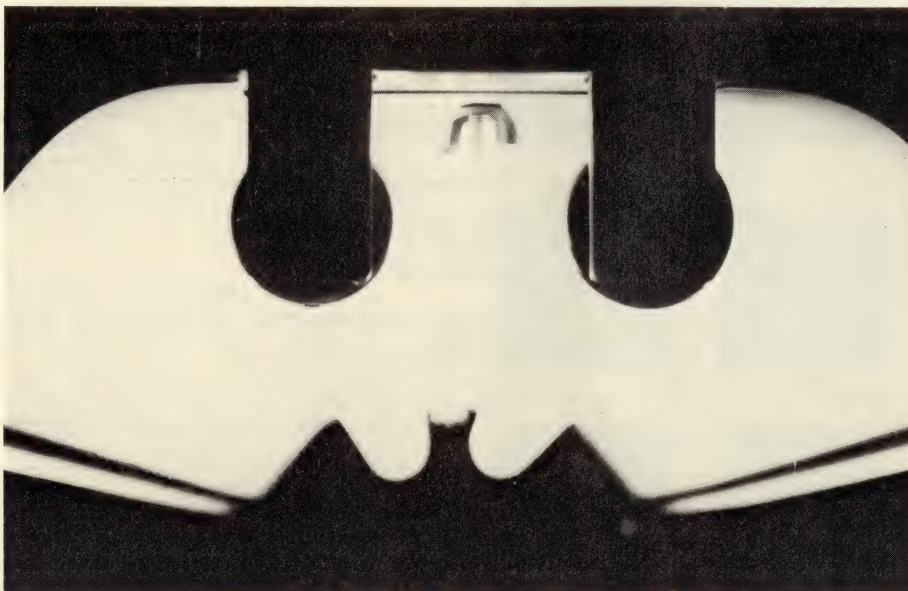
CONTEST WINNERS

Larry Bell



1. Grand Prize/color category: Wrapped up

Gary Spoorre



2. Grand Prize/black and white category: Overhead

(Continued on page 100)

TRY
GAMES
MAGAZINE
JUST FOR THE
FUN OF IT

Outsmart us.

If you can!

Wacky Wordies

The object is to discern a familiar phrase, saying, cliché, or name from each arrangement of letters and/or digits.

For example, **belt hitting** illustrates "Hitting below the belt."

1 STINK	2 --C 30--J	3 the market	4 cry milk
------------	----------------	-----------------	---------------

Eyeball Benders

What are these objects?



a. The gleam in your eye.



b. Pass the word.

Scotchograms

The object is to send extra words in a telegram without paying for them. For example, to send the following message: "Cannot come on account of my old man being sick in bed with a stomach ache," you would be charged for 16 words unless you write it more or less phonetically (having 5 words). "Cannon come anaconda mold man being sick in bed with atomic ache."

1
I THINK YACHT TO EVADED AWHILE.

2
WHAT SUMATRA JAVA FIGHT.

3
DIMENSION IT OLD PSYCHIC UTAH
DUNDEE SAME FOR ME.

4
LOVE ENCASES FOREIGN ICE GIRL.

5
ARTISAN JAIL AGAIN WORMY
ALIMONY YUKON TO BALAAAM OUT.

6
SAHARA WING EXPERIENCE
ALRIGHT.

Call Our Bluff



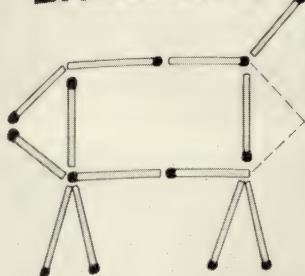
The Tannen-ova-fur-bitch, being reliable of most, related by the representative-thunder, big, for, again, suddenly, judge, point, I see the case, the Tannen-ova-fur-bitch, completely blackwards, over, either, shoulder.



Truth often being stranger than fiction, below we have confused the real world with the imaginary by providing equally bizarre examples of both. Your task is to figure out which of the animals is real and which is not.

The Midgeon is a small boneless tropical fish, considered a delicacy by many. It is nicknamed Camefish for the double raised ridges or "humps" along the spine.

Brainteasers



Arrange thirteen paper matches to make a dog that faces to the left as in the diagram above. By lowering the dog's tail to the top dotted line, then moving the bottom match of the dog's head to the other dotted line, you have changed the picture so that the dog is looking the opposite way. Unfortunately, this leaves the dog's tail (now on the left) slanting down instead of up.

Can you move just two matches to make the dog face to the right, but with his tail pointing upward as before?

Beguilers

Y O N O M O O N E
E O N E O O N E M
Y E N E N O M Y O
O O E E E O M N N
Y E Y O N M O N N
E Y M E N O M O E
N C Y E N N O M Y
M E N E Y O N O M
M Y E Y O M N O M

We lost our MONEY in the letter grid above. We know it appears in a straight line — horizontally, vertically, or diagonally. Can you find it without turning any corners?

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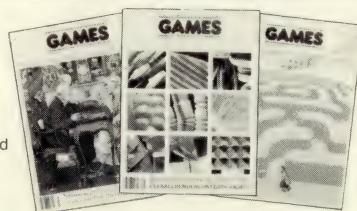
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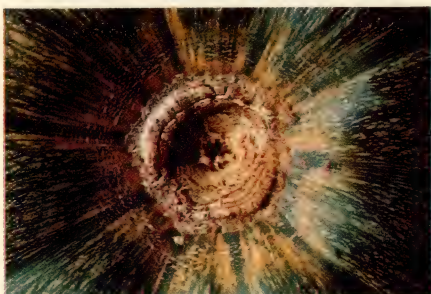
P.O. Box 10147 Des Moines, Iowa 50340



ANSWER DRAWER: Wacky Wordies: 1. Raise a big stink. 2. Lying in wait. 3. Corner the market. 4. Cry over split milk. 5. Telephone tube. 6. Scotchogram. Eyeball Benders: a. The gleam in your eye. b. Pass the word. Scotchograms: 1. I think yacht to evade while. 2. What Sumatra Java fight. 3. Dimension it old psychic Utah. Dundee same for me. 4. Love encases foreign ice girl. 5. Artisan jail again wormy. Alimony Yukon to Balaam out. 6. Sahara wing experience. Alright. Brainteasers: 1. The Tannen-ova-fur-bitch. 2. The Midgeon. 3. The Midgeon. 4. The Midgeon. 5. The Midgeon. 6. The Midgeon. 7. The Midgeon. 8. The Midgeon. 9. The Midgeon. 10. The Midgeon. 11. The Midgeon. 12. The Midgeon. 13. The Midgeon. 14. The Midgeon. 15. The Midgeon. 16. The Midgeon. 17. The Midgeon. 18. The Midgeon. 19. The Midgeon. 20. The Midgeon. 21. The Midgeon. 22. The Midgeon. 23. The Midgeon. 24. The Midgeon. 25. The Midgeon. 26. The Midgeon. 27. The Midgeon. 28. The Midgeon. 29. The Midgeon. 30. 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The Midgeon

RUNNERS-UP IN THE EYEBALL BENDER CONTEST

Dávid Osborn



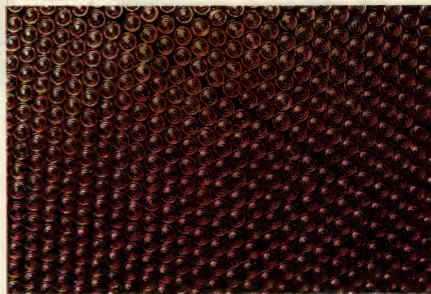
3. Peter's fare

George R. Davis



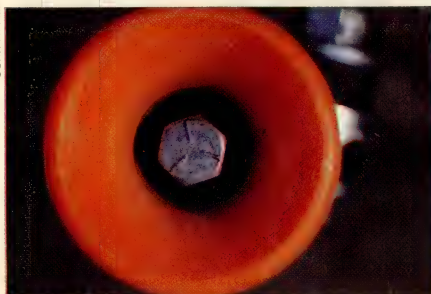
4. The old grind

Ira Levine



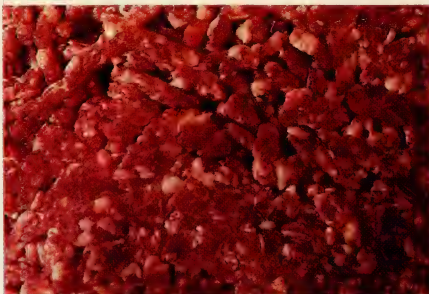
5. Needed Christmas morning

John R. Hill



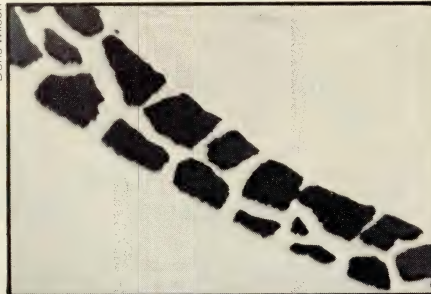
6. Downhill racer

Barbara L. Funk



7. Hooper

Doris Wilson



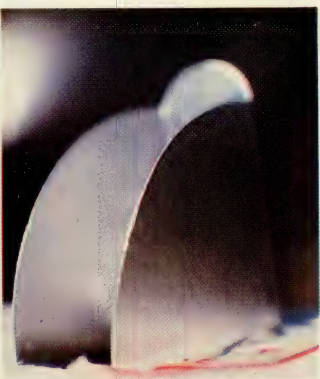
8. Up, up, and a way

Jane Green



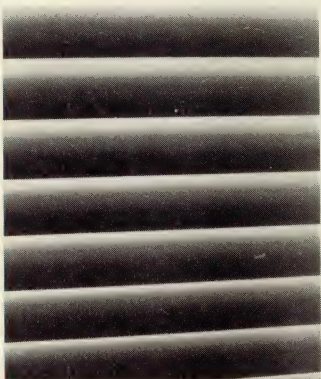
9. Tone it down

Joan Worthing



10. The season's opener

A. Miller



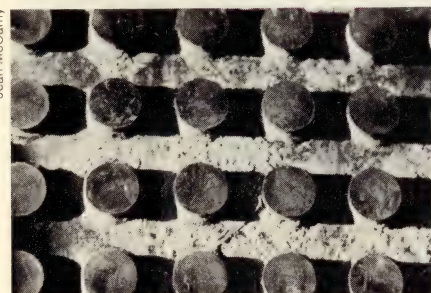
11. Sightless Italians

Jane Noble



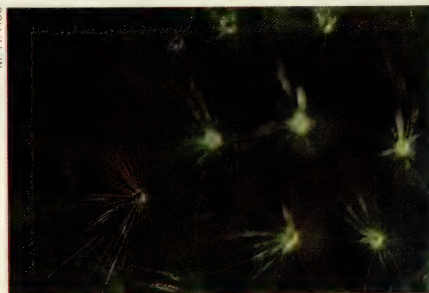
12. What an eyeful!

Jean McCamy



13. End in a tie

M. H. Roe



14. Gone with the wind

Roger Allyn Lee



15. Highlander's pride

Thomas W. Bream



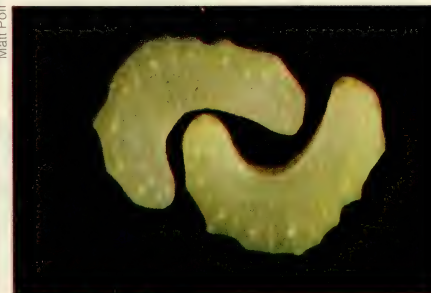
16. Gesundheit!

Robin Suttles




17. Speedy scrambler

Matt Poff



18. Stalk dividends



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ANSWER DRAWER

Letters (Page 6)

Wacky Wordies Are Back Dennis Wade's Wacky Wordies are: An Inside Job; and Four Score and Seven Years Ago. Mike Martinek's Wacky Wordies translate as follows: New Year's Eve in Times Square; and A Gross Injustice.

One-of-a-Kind Pangram Loosely translated, this pangram means that a questionnaire dating from 15 b.c. about mollusks in Norwegian inlets cheats a treasury agent.

Transcendental Party Games (Page 22)

Best Solutions by NPL members:

Puzzle Relay

Question #3: Fish—remove "urn" from "furnish"

Question #4: Radiology

Question #5: Rocco

Characteristic Initials

1. Louisa May Alcott
2. Susan B. Anthony
3. Phineas Taylor (P.T.) Barnum
4. Billy The Kid
5. Anne Boleyn
6. Charles Dickens
7. Thomas Alva Edison
8. Lorenz Hart
9. Alfred E. Neuman
10. "Satchel" Paige

Word-Making

1. Chitchat or hyacinth (8)
2. Zigzagging (10)
3. Whirligig (9)
4. Chlorophyll (11)
5. Onomatopoeia (12)
6. Fiddledeedee (12)

Consonyms

Answers are based on the *Merriam-Webster Pocket Dictionary* (1974 edition). Other words are possible with larger dictionaries.

1. Tam, tom, tame, team, teem, tome, tomb, thyme, atom, tummy, item, autumn
2. Horse/horsey, hoarse, hearse, harass, heresy, hearsay
3. Soused, sassed, ceased, cyst, assist, assessed, siesta, associate, iciest, society
4. Cake, cook, cookie, cock, cocky, cockeye, kook/kooky, caulk, calk, coke, kick, kayak, cuckoo, khaki, cocoa, coco, cacao, ack-ack
5. Stared, steered, stored, strayed, stride/strode/astride, strewed, storied, sturdy, asteroid

Associations

In the following solutions from the convention, all associations are of the sort one might find in a word association test. Proper names were not allowed, nor were associations based solely on sounds (like faker to baker).

1. Brain/smart/stupid/ass/mule
Brain/smart/ass/mule
2. Word/deed/land/farming/seed
Word/dictionary/catalogue/seed
3. Rent/office/building/block
Rent/car/engine/block
4. Iron/metal/gold/expensive/cheap
Iron/ore/dirt/cheap
Iron/maiden/Japan/cheap (illegal, but voted "cleverest" chain)
5. Game/tennis/lawn/green/spinach
Game/golf/greens/spinach

Photocrime (Page 26)

Since Talleyrand was struck in the left temple (see pictures 6 and 7) and never saw what hit him (cap-

tion 7), he was hit from behind by a left-handed person. Indeed, close scrutiny of the four golf bags in picture 1 shows that one of them (the second bag from left) contains a set of left-handed clubs. Talleyrand is seen in pictures 1 and 5 addressing the ball right-handedly, so the left-handed clubs aren't his. Since Disraeli's drive from the second tee was the shortest of the four (caption 2), the figure addressing the ball right-handedly in picture 2 must be he. That leaves Cromwell and Metternich as potential suspects. But in caption 4 we learn that Metternich has the only umbrella. That clears him, because the bag with the umbrella in picture 1 contains right-handed clubs. The murderer therefore was Cromwell.

But why? Cromwell, it turns out, had been living well beyond his means. While waiting out the rain after the second hole, his partner Talleyrand told him that he had decided to throw the match in order to avoid angering old man Metternich. Cromwell was furious. After teeing off on number 3, he saw an opportunity to do away with Talleyrand and thus avoid being forced still deeper into debt.

The Devil's Fold (Page 33)

Figure 1:

1. Fold left column under the center column.
2. Fold top row toward you *twice*.
3. Fold right square over the left.

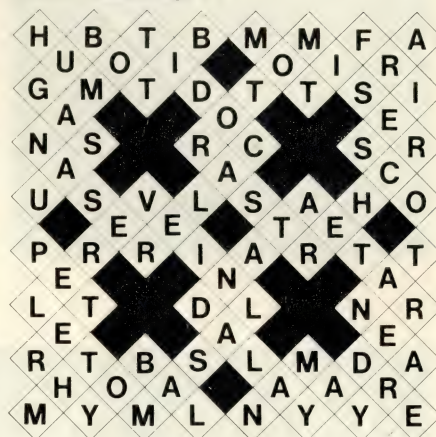
Figure 2:

(It will help if you number the squares 1 through 9 as shown.)

1	2	3
4	5	6
7	8	9

1. Fold bottom row over the middle row.
2. Fold left column over the center one.
3. Fold top row toward you and down, *but* reverse the direction of the crease between L and Z and insert LZ between B and B (#4 and #7) on the left. (The upper E [#3] should now rest on top of the lower E [#9].) You now have a rectangle comprising two squares. On the left, from the top down, the squares are BLZBUB (#4, 1, 2, 7, 8, 5), and on the right EEE (#3, 9, 6).
4. The final move is difficult. (Once you grasp what is required it is actually easier to combine this awkward move with the previous one.) Here it is: Fold right panel (EEE) toward the left, with the middle E (#9) of this fold inserted partway between Z and B (#7). Do this loosely. As it lies on top of the tucked E (#9), the Z now forms the bottom of a "pocket" with the L facing it from your left and the E (#3) facing it from your right. Now the two remaining E's (#3 and #6) are tucked together between B (#4) and L. A little scrunching together at this point, and Voilà! You now have a tightly locked packet that spells B-E-E-L-Z-E-B-U-B (#4, 6, 3, 1, 2, 9, 7, 8, 5).

X-Word Puzzle (Page 41)



2 Bottom (The letter B is "banner's front." MOTTO is "e.g., 'Don't Tread on Me.'" OTTOM is the latter read back. B and OTTOM join to form the whole, "the lower part")

3 Tidbit (tidy - y + bite - e)

4 Motmot (Tom + Tom)

5 Misfit (M + is + F + it)

6 Friars (fryers)

7 Gasman (ma sang)

8 Doctor (door + Ct.)

9 Series (nurSERIES)

10 Nassau (saunas)

11 Rascal (Clara's)

12 Scorch (S + co. + rich - i)

13 Server (sever + r)

14 Veiler (revile)

15 Strata (a tart's)

16 Aether (the ear)

17 Petrel (Peter + L)

18 Inland (FINLAND)

19 Tartan (tar + tan)

20 Letter (two meanings)

21 Dallas (salad + l)

22 Neared (NE + a + red)

23 Rhythm (Rock Hudson's young Thomas Hardy movie)

24 Tomboy (tomb + O + Y)

25 Balsam (a lamb's)

26 Layman (maLAY Manners)

27 Mayday (two meanings)

28 Dreary (dry + ear)

This puzzle is based on a creation by 'Virgilius' in *The AZED Book of Crosswords*.

Illustrated Word Search Word List (Page 43)

BICYCLE	POINSETTIA
CAMERA	PUPPY
CALCULATOR	PURSE
CHESS SET	RADIO
CHINA	RECORD
COFFEE POT	RING
DOLL	SHIRT
DRESS	SLED
FOOTBALL	STUFFED ANIMAL
GAMES	TELEVISION
HOBBYHORSE	TIE
ICE SKATES	TOASTER
MODEL TRAIN	TOY AIRPLANE
MUSIC BOX	TYPEWRITER
NECKLACE	WAFFLE IRON
PIPE	WATCH

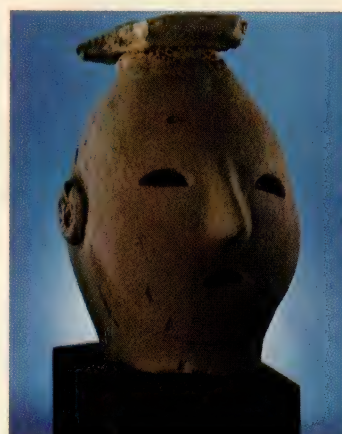
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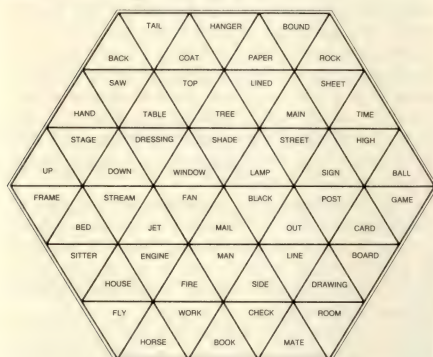
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The First Double-Croctic Ever (Page 42)

- | | |
|------------------|---------------|
| A. ATTAR | N. NAIVE |
| B. LOTTO | O. YAHWEH |
| C. FEATHERWEIGHT | P. SHADOW |
| D. REVERED | Q. ONE-SIDED |
| E. ETHEREAL | R. NOTEWORTHY |
| F. DOWNTOWN | S. UNTOWARD |
| G. LINT | T. LEVITE |
| H. OTTOMAN | U. YANKEE |
| I. RACHMANINOFF | V. SHIBBOLETH |
| J. DATE | W. SQUAWKED |
| K. TIDE | X. EMPHATIC |
| L. ESTRANGE | Y. STANCH |
| M. NIMROD | |

And tho'
We are not now that strength which in old days
Moved earth and heaven; that which we are, we are;
One equal temper of heroic hearts,
Made weak by time and fate, but strong in will
To strive, to seek, to find and not to yield.
—Alfred Lord Tennyson, "Ulysses"

Honeycomb Jigsaw (Page 68)



The Price Is Right (Page 29)

Computing Your Score Compare the actual 1929 price of each item against your guess and determine the difference between them. A high guess on one item and a low guess on the next will not cancel each other out—you must add up your total error for all 15 items. Compare this score to the total of the errors

made by each of the other three contestants. The contestant with the lowest total error is the winner.

(To determine which individual items you would have won on the show, check the items in which you made the lowest error of the four contestants. Those items are your imaginary prizes.)

Items	Actual 1929 Price	Louis Fredrick		Gloria Rosenthal		Bella Freedman	
		Guess	Error	Guess	Error	Guess	Error
1. Ladies' Oxfords	18.50	30.00	11.50	1.98	16.52	7.50	11.00
2. Piano	\$1,425.00	\$100.00	\$1,325.00	\$499.00	\$926.00	\$1,500.00	\$75.00
3. Milk of Magnesia	.25	.75	.50	.09	.16	.25	----
4. Vacuum Cleaner	35.00	35.00	----	42.00	7.00	10.00	25.00
5. Taxi Fare	.30	.25	.05	.10	.20	.25	.05
6. Chocolates	2.00	.50	1.50	.98	1.02	1.00	1.00
7. TAT Ticket	1,407.76	1,000.00	407.76	1,200.00	207.76	600.00	807.76
8. Tomato Soup	.12	.20	.08	.05	.07	.15	.03
9. Plymouth Coupe	685.00	500.00	185.00	900.00	215.00	800.00	115.00
10. ScottTissue	.25	.50	.25	.22	.03	.20	.05
11. Calculator	300.00	150.00	150.00	200.00	100.00	275.00	25.00
12. The New Yorker	.15	.25	.10	.25	.10	.15	----
13. Lucky Strikes	.15	.15	----	.15	----	.15	----
14. Pocket Watch	1.50	5.00	3.50	2.98	1.48	2.50	1.00
15. Vitalis	1.00	.50	.50	.09	.91	.50	.50
Total of Errors		\$2,085.74		\$1,476.25		\$1,061.39	

Closing In (Page 67)

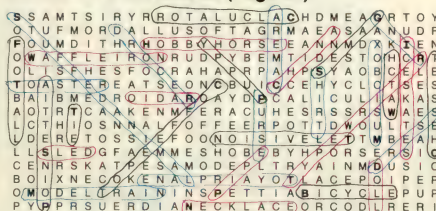
Problem 1—Left or Right? A11 at 6z; A12 at 5y. You now have four moves remaining, while B has but three. If, to start, you move down instead, B will win.

Problem 2—Wise Guy A10 at 2v; A11 at 4x. B's best move from B9 is the nonsymmetrical response 3y. Even so, he will have at most four moves remaining, while you will have six.

Problem 3—Championship Play A9 at 6v. If B9 at 5v, A10 at 4x and A11 at 3w. If B9 at 4v, A10 at 5w and A11 at 4x. If B9 at 5w, A10 at 4v and A11 at 3w. If B9 at 3w, A10 at 5v and A11 at 5w. In all cases, B can be blocked through further play, or will run out of moves before you. (Notice that other first moves for A

fail. If A9 at 3y or 4x, B9 at 3w and B10 at 4v. If A9 at 5w, B9 at 4v and B10 at 3w.)

Illustrated Word Search (Page 43)



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to 8-year-olds

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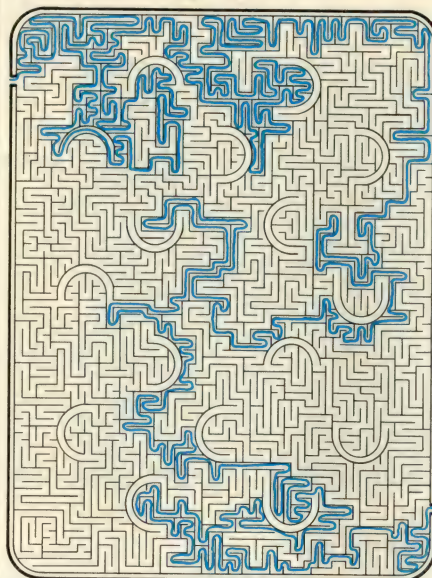


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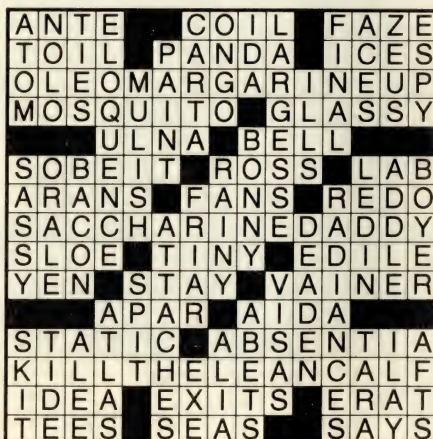
GAMES

MAGAZINE
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Des Moines, Iowa 50340

Challenger Maze (Page 44)



Diet Substitutes (Page 45)



Blacklist (Page 45)

- | | |
|---------------------------|----------------------------|
| 1. Black sheep | 10. Blackbeard |
| 2. Blackjack | 11. Blackmail |
| 3. Black-eyed peas | 12. Chicago Blackhawks |
| 4. Black tie | 13. Blackball |
| 5. Black belt | 14. Little black book |
| 6. Karen Black | 15. Black eye |
| 7. Black market | 16. Shoeblack or bootblack |
| 8. Black Hills | 17. In the black |
| 9. "That Old Black Magic" | 18. Black widow spider |

Science Games 101 (Page 46)

1. If the candles burn at exactly the same rate, the stick will remain balanced as the candles grow smaller. The amount of force (torque) applied to the balance beam by each candle depends upon its weight and its distance from the fulcrum. Should each candle lose half its weight, the total torque created on either side of the beam will likewise be reduced by half.

(In practice, since three candles would not burn at exactly the same rate, the stick would not remain balanced for long.)

2. The moon can never appear in the night sky as pictured in A and C.

Just like the earth, the moon is always half in sunlight and half in darkness. How much of the lighted half we see depends on the positions of the sun and

the moon and our angle of viewing. The full moon, as shown in D, is rising in the eastern horizon just after the sun has dipped below the horizon in the west. In B, we see only a portion of the moon's lighted half; the orientation of the crescent indicates the sun is on the other side of the earth.

However, for us to see the crescent as in C, the sun has to be in the sky the same time as the moon—a logical impossibility because the picture shows nighttime. Position A is impossible because a star is shown shining through the moon.

3. Dam C is the strongest construction. As water presses on the front of the dam, the force on the sticks is transferred to the banks at the side. The curve of the dam acts like the arch of a bridge, and becomes stronger as the load is applied. Dams A and B are more easily broken because the water's force tends to pull the dam away from the banks.

4. The black balloon will rise faster. The buoyancy of a helium balloon depends upon its weight and the amount of air it displaces. Both balloons will weigh the same, but the dark one will displace more air. The sun heats the helium inside the balloons, causing them to expand. Because dark colors absorb more heat than light colors, the black balloon will expand faster, displace more air, and thus rise faster.

5. The best kind of balance bar is a long, heavy one that bends down. A long, heavy bar, being harder to move than a short, light one, remains stabler when a tightrope walker pushes against it to steady himself. A bar that bends down is preferred because its center of gravity is closer to the rope, and lower center of gravity improves balance.

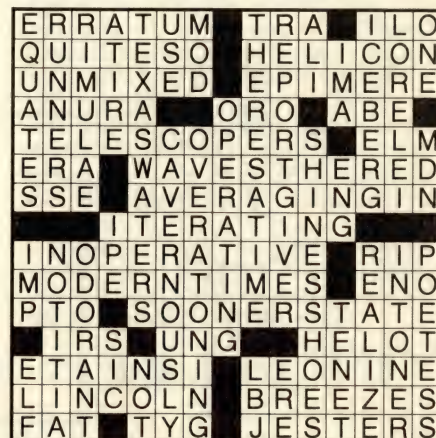
6. Door C is braced the strongest. The diagonal divides the door into two triangles, which are rigid and cannot be flexed at their corners. The bracing on A, B, and D divides those doors into rectangles, which are not rigid and can change shape when force is applied to their corners.

7. The front ant is carrying more weight because it is closer to the center of the stick. If it were at the very center, the ant would have to carry the entire weight.

8. A. When the balloon is blown up, the square becomes larger, but stays about the same shape.

9. No. A refrigerator does not really cool air; it only removes heat from the inside of the refrigerator and releases it into the room. If the refrigerator door were left open, the increased heat outside the refrigerator would balance the "cool" inside. Actually, the temperature of the room would increase slightly because of the heat created by the refrigerator motor and compressor.

Wide Open Spaces (Page 48)



TV Math (Page 48)

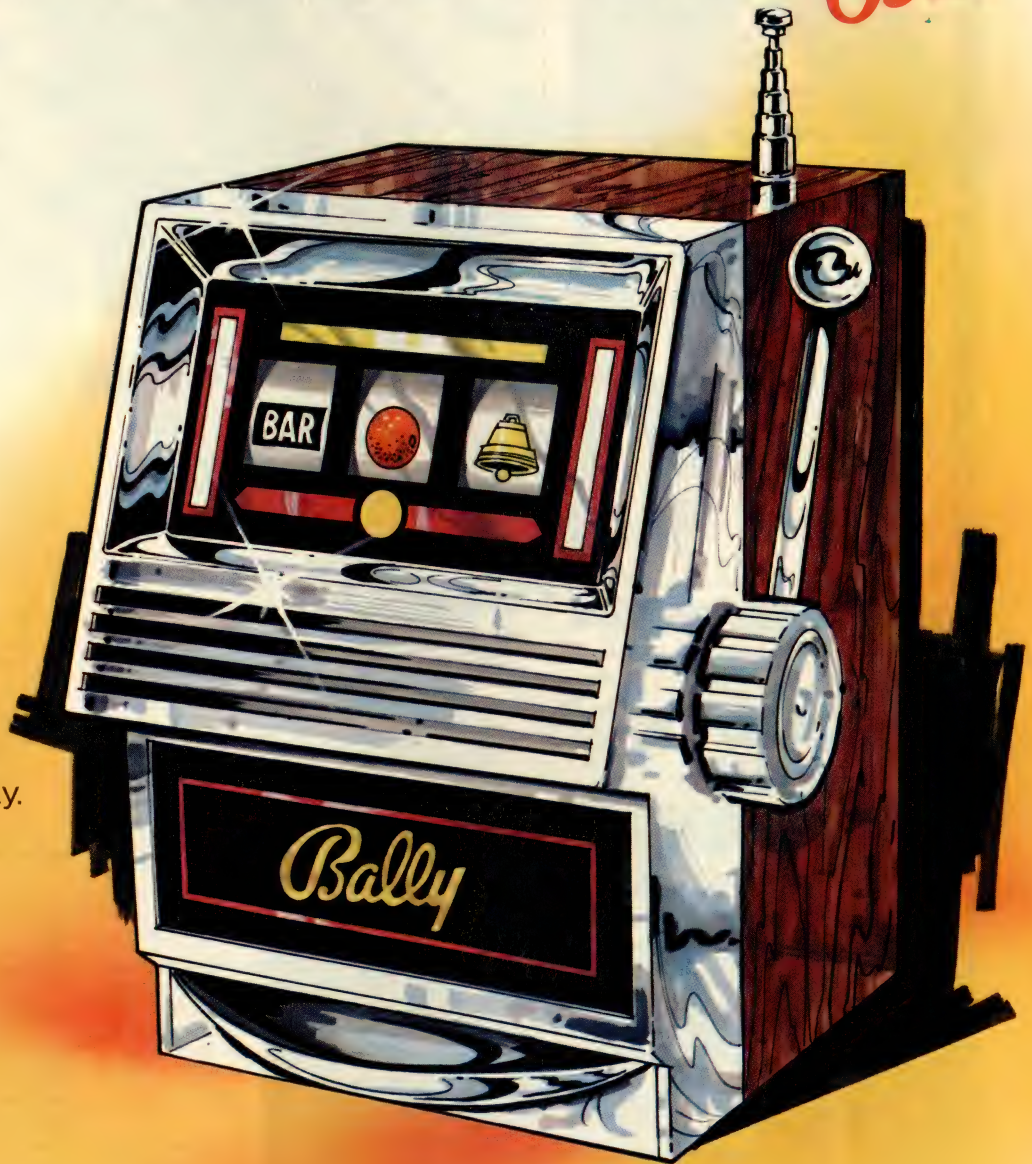
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- 60 Minutes
- 12 O'Clock High
- Eight Is Enough
- Mission: Impossible or Get Smart
- To Tell the Truth

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(Continued from page 108)

2. The opening lead has removed one of your entries to the heart suit, the only other one being in clubs. (By leading low clubs from your hand, you can get to dummy once.) Therefore, you must win the Ace of spades and then cash the King of spades, discarding your Ace of hearts. This clears the way for you to play hearts at trick three, and you will continue playing them until the opponents win the King. You will then have eight tricks established, since you can get to the hearts with low club leads; and the opponents will have to give you a trick in one of the other suits before they can take five tricks. Other lines of play could fail if, for example, the full hand was:

NORTH			
♦ A K J 10			
♥ Q J 10 9 8 7			
♦ J			
♦ Q J		EAST	
		♦ Q 8 7 6 4 3	
		♥ K 3	
		♦ 10 9 8 7	
		♦ 9	
WEST		SOUTH	
♦ 9 2		♦ 5	
♥ 6 5 4 2		♥ A	
♦ A 4		♦ K Q 6 5 3 2	
♦ K 10 8 7 2		♦ A 6 5 4 3	

3. You have eleven top tricks, assuming you can hold your trump losers to one, and a twelfth may be found in hearts or clubs. To maximize your chance of success, you should try to find out whether the hearts split before you risk the club finesse. At the first trick, therefore, you must play a low diamond from the board and ruff in your hand. Next, lead the King of spades. If West wins with the Ace and returns a club, you will unfortunately have to decide prematurely whether to take the club finesse, and there is nothing you can do about it. (Probably you should rise with the Ace of clubs, discard a club on a diamond, and play the Jack of trumps; you will then make the hand if trumps are 2-2, or if hearts are 3-3, or in some cases where one defender has three trumps and four hearts.) But if West shows out on the King of spades, your careful play at the first trick will prove to have made a difference. Since you now need an entry to dummy in order to take a trump finesse, East's best defense is to duck—otherwise you can win any return, draw trumps beginning with the Jack of spades, and lead out the top hearts before playing clubs. Your next step is to cash two high hearts, then lead a spade to dummy's Jack. When East wins (best), no return can hurt you: a club return gives you a free finesse, a heart return allows you to find out about that suit without any risk of a ruff, and a diamond return allows you to reach dummy (discarding a heart from your hand) to take the trump finesse without first breaking the club suit. Suppose East does return a heart, and you play the Queen: if West shows out, you will have to take the club finesse, throw two hearts on the high diamonds after winning the Ace of clubs, and take the trump finesse; while if West follows suit, you lead to the Ace of clubs, throw a club on a diamond, and take the trump finesse. If at trick one you had played a high diamond and discarded a low heart, East could have given you trouble by leading a diamond after winning his Ace of spades, since you would have had to guess immediately whether to throw a heart or a club (ruffing instead would not help, for you would then need to play clubs to reach dummy for the trump finesse). The distribution you had to guard against was:

NORTH			
♦ J 4 3			
♥ 5 4			
♦ A K 4			
♦ A 8 6 5 2		EAST	
		♦ A 10 8 6	
		♥ 9 4	
		♦ Q 8 6 2	
		♦ 10 7 4	
WEST		SOUTH	
♦ —		♦ K Q 9 7 5 2	
♥ J 10 8 2		♥ A K Q 7 3	
♦ J 10 9 7 5 3		♦ —	
♦ K 9 3		♦ Q J	

Incompetence Strikes Again (Page 84)

1. The stars on the U.S. flag are out of line, even allowing for ripples in the material.
2. The stamp was inadvertently printed with a negative image instead of a positive image.
3. The land masses are poorly drawn. In particular, Newfoundland is shown as three islands.
4. "Republique" was misspelled "Repuplique."
5. Each angel has only one wing. (Also, the straight boundary line on the globe, separating the U.S. and Canada, should run in an arc to reflect the earth's curvature.)
6. Judging by the way her hair is blowing, the woman is sowing *into* the wind.
7. The two horses in the lead have only seven legs between them.
8. The bowstring is in front of the stock of the crossbow, making it impossible to shoot an arrow.
9. Stamp shows Viking ship flying U.S. flag.
10. Ship is under full sail. The wind blows one way to fill sails, but the flag blows in the opposite direction.
11. The native's hands are just inches apart on the pole, but at least two feet apart in the reflection. (In addition, the native's right arm is bent, but it is straight in the reflection.)
12. Eisenhower's jacket is buttoned to the left, as a woman's jacket is buttoned, instead of to the right, as a man's.

Word Row (Page 90)

- A. ASLEEP-AWAKE, ARCTIC-ANTARCTIC
- B. BRAIN-BRAWN, BEARISH-BULLISH
- C. CHARGE-CREDIT, CONCAVE-CONVEX
- D. DAWN-DUSK, DOT-DASH
- E. ENTRANCE-EXIT, ENDURING-EPHEMERAL
- F. FRIEND-FOE, FLORA-FAUNA
- G. GUYS-GALS, GANDER-GOOSE
- H. HIS-HERS, HEAVEN-HELL
- I. IMPULSIVE-INHIBITED, INTELLIGENCE-IDIOCY
- J. JACK-JILL, JUDGE-JURY
- K. KITH-KIN, KNIGHT-KNAVE
- L. LORD-LADY, LATITUDE-LONGITUDE
- M. MOUNTAIN-MOLEHILL, MAXIMUM-MINIMUM
- N. NAME-NUMBER, NIECE-NEPHEW
- O. OFF-ON, ORIENT-OCIDENT
- P. PUSH-PULL, PLEASURE-PAIN
- Q. QUANTITY-QUALITY, QUARTER-QUADRENNIUM (1/4 year, 4 years)
- R. RAGS-RICHES, REACTIONARY-RADICAL
- S. SAINT-SINNER, SAVE-SPEND
- T. THICK-THIN, TURMOIL-TRANQUILLITY
- U. USUAL-UNUSUAL, URGA-ULAN BATOR (the former and current names of the capital of Mongolia)
- V. VIRTUE-VICE, VICTOR-VANQUISHED
- W. WAX-WANE, WARP-WOOF
- X. XENOPHILE-XENOPHOB, XEROPHILOUS-XEROPHOBOUS
- Y. YIN-YANG, YESTERMORN-YESTEREVE
- Z. ZIG-ZAG, ZERO-ZILLION

Eyeball Benders (Pages 98 and 100)

1. Hair in a hairnet
2. Fluorescent light
3. Pumpkin
4. Inside of a pencil sharpener
5. Batteries
6. Skate board wheel
7. Ground meat
8. Aerial view of a snowy slate path
9. Piano pedal
10. Salt spout
11. Venetian blinds
12. Eiffel Tower
13. Sole of a running shoe
14. Dandelion spores
15. Scotch on the rocks
16. Cashews
17. Egg whisk
18. Celery

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Chess (Page 91)

For an explanation of the algebraic notation used below, see July/August, 1979, *Games*, page 71. (The notation used in the text of the article is a shortened version in which coordinates of squares moved from are omitted.)

A. 1...Rh8-e8! 2.Qe2-d1 (if 2.Qe2xe8, Qf5xf3+ 3.Kh1-g1, Qf3-g2 mate), Qf5xf3+! 3.Qd1xf3, Re8xe1 mate.

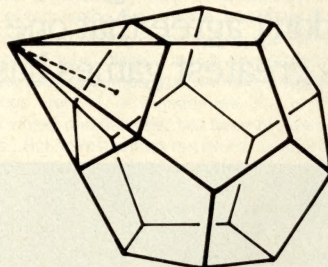
B. 1.Bh5-f7+ , Kg8-h8 2.Bf7-e8! Rd8xe8 3. Qf5xf8+ , Re8xf8 4.Rf1xf8 mate.

C. The black bishop "murders" the white king after 1...b2-b1=Q+! 2.Kc2xb1, Kd4-d3 3.Kb1 a1, Kd3-c2 4.d2-d4, Ba3 b2 mate. This finale has been known since the 1820s.

Cover Illustration

There are 60 sides, or faces, or facets, on the star. The pentagon visible near the center helps identify the figure as a regular dodecahedron (12-sided solid) that has been "stellated" by extending the planes of its pentagonal faces. The lines created from the intersections of these planes join to form the "points" of the large star, as shown in the diagram below. Since the star has twelve such points, each of them made up of five triangles, the total number of faces is 60.

If you interpreted "sides" to mean edges rather than faces, then you'd get a different answer: five edges meet at each of the star's twelve points (a total of 60 edges); add to that the 30 edges of the original dodecahedron that separate the star's points from one another, and you get 90 edges in all. But since all these edges occur in groups of three along the same straight line, it might be more accurate to consider the total number of edges to be one-third of 90, or 30.



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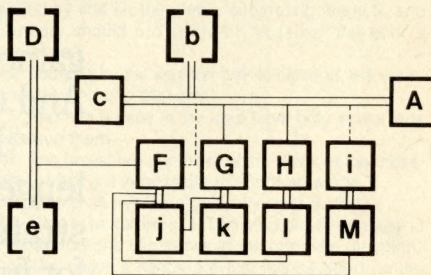
EUREKA is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★ **Lewis Carroll** (July/August, page 14). Larry Erett of Angwin, CA, found eight sets of three right triangles with different whole number sides and equal areas, excluding multiples of our answer. While working on the problem, however, he came up with something even more remarkable: *four* different right triangles with whole number sides and equal areas. The triangles have sides of 111-6160-6161, 231-2960-2969, 280-2442-2458, and 518-1320-1418; and the area of each triangle is 341,880.

David Neivelt of Napa, CA, improved on the "fewest guests" problem by constructing a family tree in which the Governor does not need to invite *any* guests to give a dinner party for his brother's father-in-law, his father's brother-in-law, his father-in-law's brother, and his brother-in-law's father, *because he is himself all these people*. In the diagram, capital letters represent males, small letters represent females, brackets indicate deceased persons, double

lines indicate marriage, single lines represent offspring, and dotted lines represent adoptions.

F is the Governor, and: (i) F is his brother's father-in-law because F's adopted brother (H) married F's daughter (I); (ii) F is his father's brother-in-law because F's adopted father (A) married F's real sister (C); (iii) F is his father-in-law's brother because F married his adopted brother's (G's) daughter (J); and (iv) F is his brother-in-law's father because F's son (M) married F's adopted sister (I). Whew!



★ **Word Row** (July/August, page 58). Numerous alternate solutions to question 12, which asked for an 8-letter word having five syllables (*IDEALITY* was our answer), have been submitted by Kyle Corbin of Raleigh, NC, and Dan Pratt of Laurel, MD. Among the most common words on their lists are *ACADEMIA*, *EGOMANIA*, *IDEOLOGY*, *ORATORIO*, and *PARANOIA*. Additionally, Corbin points out *ACQUARIA* and *ALIPOE*, and Pratt gives *OOGONIA*, as examples of 7-letter words having *five* syllables.

We also received alternate solutions for question 13, which asked for an example of a common word having two opposite meanings (the answer was *TEMPER*, meaning either "to harden" or "to soften"); our favorites were submitted in verse form by Terry Quinn of Washington, DC:

Your Word Row writer, this July,
Committed hardly any fouls;
He proved that *best* is sometimes *worst*;
That mighty *strengths* is weak on vowels.

In *you* and *ewe* or *cow* and *kine*
No letters did he once repeat.
He sowed *desserts* right next to *stressed*
And reaped a palindromic treat.

And yet I must, in conscience, say
That all was not quite up to snuff:
To *temper* renders soft or hard,
But that one answer's not enough.

I'll vote for *handicap*, a noun
That goes both ways, I would allege.
I'll stick with *cleave*, a trenchant verb
That slices with a double edge.

Mies van der Rohe, the architect,
Said more or less that more is less.
Herr Borgmann might have heeded that
And pruned *possessionlessnesses*.



But in the main his verbal quirks
Are, as you see, quite citable;
And happily for rogues like me,
They're all *uncopyrightable*.

★ **Letters** (September/October, page 6). Marc L. Cooper of Brookline, MA, has contributed these words to the growing list of "etymological treasures" containing A, E, I, O, and U in order (we had listed only *ABSTEMIOUS*, *ARSENIOUS*, *FACETIOUS*, and *PARECIOUS*): *ARTERIOUS*, *CAESIOUS*, [*DUCTUS*] *ARTERIOSUS*, and *WATERING TROUGH*, all found in *Webster's Third*; and *ACHELIOUS*, *ACHEIROUS*, *ALEIKOUM*, and *ANNELIDIOUS*, all found in *Webster's Second*. Jeffrey and Karen Lindell found *BACTERIOUS* (*Webster's Second*). And we were able to add *AERIOUS* (an obsolete adjective meaning aerial, found in *Webster's Second*), probably the shortest word of this type, and also *AFFECTIOUS*, *MAJESTIOUS*, and *LAWN TENNIS COURT*, which bends the rules a bit. Marc Cooper also contributed three words with a reverse vowel pattern: *DUOLITERAL*, *SUBCONTINENTAL*, and *UNORIENTAL*.

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